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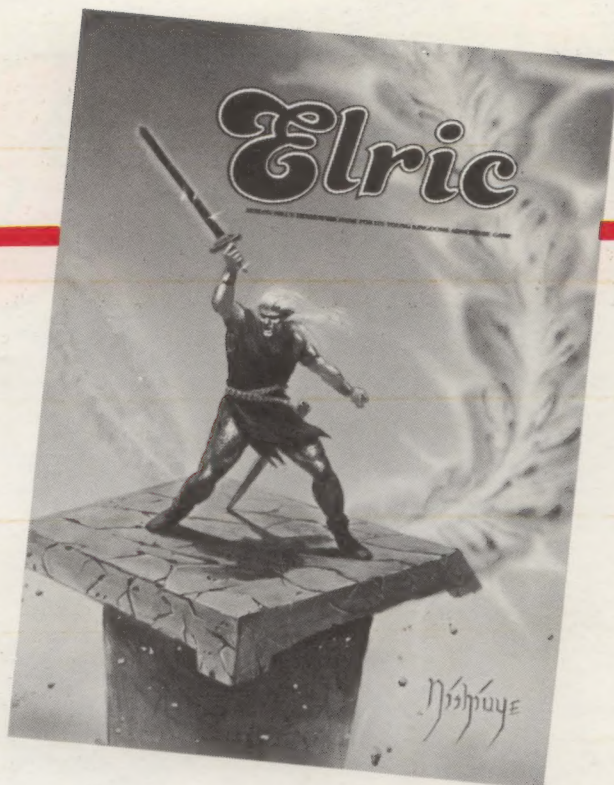
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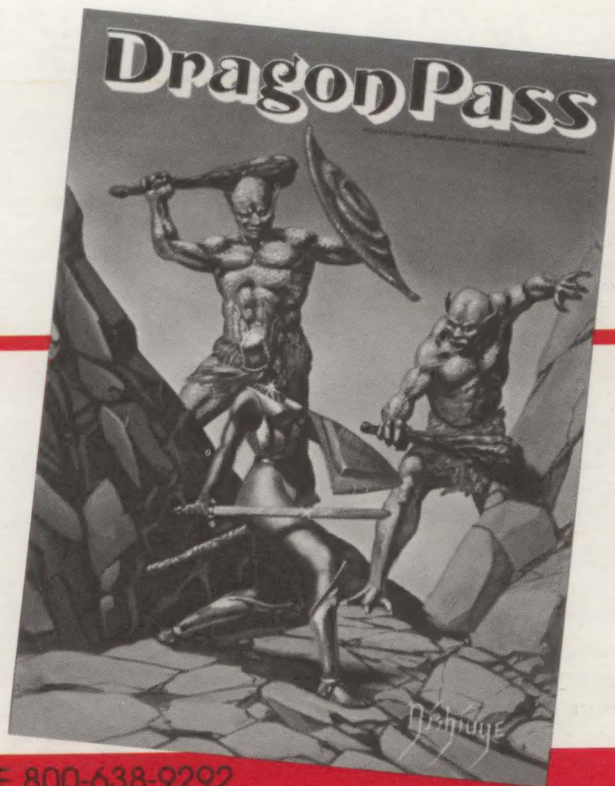
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TABLE OF CONTENTS

| | |
|--|----|
| History Of The Lunar Empire <i>New Tales From Greg Stafford</i> | 4 |
| Advancing the Game <i>Making Bond Better By Robert Kern</i> | 7 |
| Dragon Pass <i>Mastering A Unique RQ-Based Game</i> | 9 |
| New Skills For RuneQuest <i>A Preview Of Skills</i> | 11 |
| Super RQ Section #1 | |
| The Big Hit <i>A Scenario By Sandy Petersen</i> | 12 |
| The Land Of Fonrit | 36 |
| Super RQ Section #2 | |
| The Gloranthan Calendar <i>(excerpt from The Gods Of Glorantha)</i> | 19 |
| RuneQuestions <i>All The Answers</i> | 39 |
| Heroes Etcetera | 41 |
| <i>Nordic Magic and Madness</i> | |
| <i>The Winds of War Coriolis Style</i> | |
| <i>From Magic Markers to Mystic Tape</i> | |
| <i>Craig Barrett</i> | |
| <i>Simple Combat for RuneQuest</i> | |
| <i>A Matter of Gravity</i> | |
| <i>Quentin Long</i> | |
| <i>Opponents Wanted</i> | |

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James Bond 007 — Role Playing In Her Majesty's Secret Service

Goldfinger — Octopussy — Moonraker — Dr. No — The Man With The Golden Gun — For Your Eyes Only — Live And Let Die — The Spy Who Loved Me — Diamonds Are Forever — You Only Live Twice — From Russia With Love — On Her Majesty's Secret Service

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History Of The Lunar Empire

The Fifth (or Hon-eel's) Wane

By Greg Stafford

Synopsis

The major activities of this period are covered in detail in "Histories of the Dancer," the biography of Hon-eel the Artess who is also called "The Third Inspiration of Moonson." The Fifth Wane is often called Hon-eel's Wane because so much of its history is identical to her activities. Essentially, she restored the empire's old borders with the subtlety of her Arts, and also worked to expand them. Her influence made a permanent impact upon the history, society, and art of the empire.

Chronology

- 1445 (4/36) Hon-eel born in Doblian
- 1464 (5/1) Barbarians defeated; Hon-eel delivers Doblian to Emperor
- 1465 (5/2) Barbarians crushed at Battle of Iron Fences (near Ganbari, in First Blessed)
- 1470 (5/7) Hon-eel returns with maize
- 1478 (5/15) Hon-eel turns Telmori of Sylila into wolves
- 1484 (5/21) Hon-eel overcomes King Dag the Muncher
- 1485 (5/22) Blessing of Torang, defeat of Ernalda
- 1486 (5/23) Birth of the Yelm Children
- 1490 (5/27) Hon-eel visits Tarsh and marries king
- 1491 (5/28) Hon-eel gives birth to Phornostes, future king of Tarsh
- 1491 (5/33) Temple of the Reaching Moon established near Furthest
- 1496 (5/37) Syndics' Ban clamped on Fronela
- 1500 (5/43) Nights of Horror
- 1510 (5/47) Phornostes crowned king of Tarsh at age 19
- 1517 (5/54) End of Wane

The End Of The Barbarians

The Lunar Empire suffered heavily during the reign of Sheng Seleris. The nomad usurper had parceled the empire out to his subchiefs, who grazed their stock in the rich barley fields and annually culled the villages for slaves to sell. Meantime the southern provinces suffered even more, for the Kingdom of Tarsh regularly raided the region and departed with plunder, from both the hapless villagers and the nomad overlords.

When the Red Emperor defeated Sheng Seleris in 4/51 (1460), the nomad's loyal household departed, thereby liberating the Heartland. But left behind were many lesser outland lords, some of whom had been rebellious even to Sheng.

During the early wane the Provinces (Vanch, Imther, Holay, Saird) were returned to the lunar fold through the active missionary work of the cult of the Seven Mothers. Conflicts inevitably occurred, but the populace generally welcomed the return to lunar ways. Within a generation most peasants, except those stuck in the hills, rejoined the lunar religion in one of its forms.

Doblian, west of the provinces, was liberated from nomadic overlordship without the Seven Mothers. A young woman, named Hon-eel and a dancer by trade, presented herself to various lords who fell to fighting to see who would own her. Half of them were killed. In 4/48, in the name of love, she betrayed two noblemen; then wed a third, who murdered twelve notable kinsmen of his own and was felled by furies called by his mother's dying curse. When personally executed by the emperor, she

the savage leaders, the woman killed them. Finally, sensing their true foe, the last of the nomad warriors hunted the young woman across the countryside. Her friends ambushed the invaders, and killed everyone.

During this period, in 4/52, she encountered the Snake-whiskered Dragon of Losdolos Angsur which had sporadically ravaged Doblian and nearby lands since the Dawn of Time. Hon-eel met it alone, and though no one knows what passed between them, the dragon vanished and was not seen again until Hon-eel's death many years later.

Finally, in 5/2, the Lunar Army provoked the last of the nomad usurpers into the Battle of Iron Fences, near Gambari (in First Blessed). The nomads, already dispirited, were broken and forced to flee.

Hon-eel The Dancer

The Cyclical Inauguration festivities of the Lunar Empire require a week to complete, and during the first five days, favored leaders from regions about the empire enter the holy places and join in the rituals. The dawn of the Fifth Wane saw the nobles of the Westlands, mostly members of the Jaranthir Household, come on the first day. On the second day, the peoples of Sylila, led by the Daughter Herself (Hwarin Dalthippa, returned to earth for this special occasion), appeared to honor the Emperor. On the third came the Reaching Moon goddess and her priesthood from the Katchari, and on the fourth day came the proud remnants of the Sable nobility. The fifth provided a surprise, for an unknown woman

ened to change all luck for the cycle by her secret entry. She offered all the lands of Doblian as her present, avoided all attempts to dispose of her, and remained for the rest of the ritual. The rest of the rites occurred without mishap, and the omens all boded well afterwards.

After the ceremonies, the young woman greeted the Red Emperor as Father. She was Hon-eel, later named the Artess, who was the daughter of the Emperor and a common woman of Doblian who sheltered him from Sheng. Though only eighteen-years-old by calendar, Hon-eel had been in full womanhood and power for ten years. Through her magic and skill, she conquered the invaders and freed her land. Dutiful daughter, she gave them to her father in proper fashion.

Hon-eel's magical prowess was immense. Coupled with her innocent charisma and generosity, she pleasantly promoted her way of life upon the world.

At that time, Vinval-noy envisioned the Dance of Three Reconstructions. Hon-eel learned it, and led many magical rebuildings. She was present at the reconstruction of Raibanth and was especially popular in First Blessed, which had been ruined by so many years of occupation and brutal repression.

Hon-eel was a priestess of the earth cult at age 12. She first went to the moon at age 19. At age 24, she went off on a Heroquest and engaged an elf-god lover, who left her with a golden-haired son and a bagful of special seed. The son died a tragic, young death, but the seed proved useful in the hills of the Southlands, and Hon-eel was instrumental in spreading the cultivation of maize through those regions.

Hon-eel was intent upon manifesting herself as an incarnation of the earth-goddess. She was successful, and is worshiped today as the Lunar Earth and Mother of Corn. Her activities throughout the empire, especially at its frontiers, worked for this end.

One great act she performed at this time was against the wicked Telmori, or wolf people, who were creating a reign of terror through the countryside of Sylila. Aided by three spirits, Hon-eel turned the creatures into full wolves, incapable of turning ever again into human form. Thus, she lifted their baneful curse.

Hon-eel was a plainly peaceful heroine, intent upon spreading the secrets of her life about the empire. It was probably the Emperor who decided to use her politically. However, Hon-eel certainly did not protest being so used, and she manipulated all such activities to her own ends. It was probably the Emperor who decided to send her against the

The Resettlement Of Oraya

Hon-eel led a large colonizing movement into the unplowed lands of Oraya, expanding the empire upriver along the Arcos and creating a buffer state between First Blessed and the eastern nomads. Her success was a combination of political events and her personal struggle for immortality which culminated in a devastating defeat for the nomads.

After the Battle of Iron Fences, in 5/2, the nomads had agreed to withdraw past the Arcos River into the region called the Redlands. This left the region called Oraya open to colonization for the first time in Lunar history. The Emperor sold licenses for land, trade rights, and other accoutrements of civilization to enterprising companies whose agents enlisted, purchased, and captured the future populace from among the unsettled people of the empire and its frontiers. A significant part of the populace came from the far west, where recent conquests by the White Bear Empire created a considerable refugee population fleeing the Fronelan lunar city-states. To counteract the threat of the horse barbarians, who still loomed in nearby eastern lands, the Emperor supported the migration with priests, money, troops, and Hon-eel.

Hon-eel led the first pilgrim and settler bands up the Arcos river to settle the future sultanate of Oraya in 5/17. Though the nomads still nursed wounds and grudges, Hon-eel kept the peace for many years by making them concentrate upon magical contests.

Hon-eel visited the horse-peoples several times, intruding into their temple complex at Palbar. She was challenged to magical battles by local shamans, Pure Horse priests, some hero spirits of the tribes, and by the Mother of Horses. Of these, only the last proved a worthy opponent, and she was Hon-eel's main challenge in fulfilling her quest for immortality.

The magical challenge between Hon-eel and the Most Reverend Mother of Horses of the northern Redlands tribes was to see who could wed the Sun, or his highest representative, within the next three years. This was a great and difficult act requiring years of preparation and execution. Hon-eel quickly gained fame and popularity in the empire when she began courting the immortal sun god for her husband.

First, Hon-eel had to prove herself worthy to the step-mother of the Sun, a goddess jealous of her hold on the god and reluctant to let his powers and blood descend to mortal races. Hon-eel performed three miraculous acts to impress the goddess.

One such act was to deliver the Mask of Cottel, the secret weapon of Dag the Muncher, Ogre King of the city of Iralval. Hon-eel succeeded in beguiling the king long enough to steal the sacred mask, and her friends were bold and powerful enough to withstand and kill the king, though most of them died in the success. The jealous goddess took the mask, and it is lost to humanity.

Another act was for Hon-eel to prove her fertility to the goddess. She danced for it, and casually blessed every woman in the city of Torang to bear twins, which happened in the

year 5/22.

The final act was to prove herself worthy of wedding the Sun, and she did this by defeating Ernalda, an earth goddess whom the Sun once wooed, in a beauty contest. She did this in the year 5/22.

Hon-eel spent much time in the Tripolis, undertaking intense rituals and learning the ethereal secrets of the Cult of Three Lights which was active there.

In the third year of the contest, Hon-eel set off during Sacred Time, departing Raibanth when it lay in cold and darkness. From there she roamed the shadowy realms of Godtime, losing herself in the Great Darkness until she found the fabled Eastern Gates of the world. This was a great path, but one which she was prepared to take after her study and use of magical powers. In hell she joined a crowd of faceless strangers chanting to the departed Sun. And, at the dawn of time Hon-eel the Artess joined the entourage of gods who were freed from Death. She participated in their Grand Dance of Time. Through those mystical moments she did not forget her task, and in the majestic steps of creation she touched beams of light streaming from the right hand of Yelm – the Secret Light of the sun. And in that touch bloomed magic, quickened by Hon-eel's own spirit, and she returned safe and content again to the realm of the world in 523.

In the meantime, the Most Reverend Mother of the horse nomads called upon the Cult of the Golden Bow to answer her summons and to repay her for all the gifts she had bestowed over the forty years of her reign. The Golden Bow cult worshipped a son of the Sun, recognized as a golden wheel or disk by these tribes. That cult's priests and lords began great rituals and quests to arrange for their own High Priest to manifest the greatest form of their god, the Son of the Sun, and to impregnate the Most Reverend Mother to prove her power.

When Hon-eel returned to Palbar, she met with the Most Reverend Mother. The barbarian witch was stout with child, and she was accompanied by her own and the Golden Bow cult chanting songs of power and making her birth easy and light. She bore a son, afterwards called Noonlight, who the Blessing Ladies declared would have a bright future as a hero of the Sun.

Hon-eel's labor was more difficult, and she was accompanied only by her usual six companions who did not bother with a show of power to make a bright omen before birth. Instead, the area was as dark as the place where Hon-eel had awaited the Sun, and five of Hon-eel's friends silently sent invisible energy to aid in the birth. The barbarians were all frightened, as they should have been, and the pain and passion of Hon-eel's birth affected all who watched, though not all in the same way.

After sufficient time the birth was complete, and Hon-eel revealed a pair of shining children. One was a boy, blond and pale-eyed, radiant as the yellow sunlight of the day sky. The girl was white-skinned and fragile, with white hair and a radiance like that of starlight in the night sky. The pair have remained im-

portant in Orayan worship, and are called Twilight and Nightlight, and are worshipped with Noonlight in one temple.

Defeated, the horse people left Oraya. Bitterness remained, and sporadic raiding began shortly afterwards.

Despite the activity in Oraya, Hon-eel found time to travel triumphantly through the empire. Her tour included duties as well, including an entry into the enemy kingdom of Tarsh.

In 5/27 Hon-eel attempted to integrate the Lunar doctrine into the native Tarsh Earth Cult. She did this by performing the Whole Dance of Spring for the chthonic goddess during the most secret of the earth rituals. The attempt was only partially successful, and though Hon-eel left an infant son on Tarsh's throne, the kingdom was torn by civil war as soon as she left. Her son, Prince Phornostes, was well-guarded by Lunar viceroys and eventually ascended to his throne at age 16.

In 5/40 the Oraya and Redlands barbarian situation grew catastrophic. The settlements there were intended to act as a client state to protect the ancient province of First Blessed. But in the first pitched battle the Lunar outposts were overrun, the cities besieged, and screaming shamans again called demons upon the hapless farms of First Blessed.

Preliminary encounters with the regular Lunar army were indecisive and both sides hurriedly sent for reinforcements. The Lunar Provincial Army marching through Jarst was destroyed in 5/42 by the barbarians. In 5/43 the Imperial Army of the West, convinced at last that Fronela was permanently under its curse of the Syndic's Ban and was no longer a threat, arrived in First Victory and joined the Heartland Corps in the march up the Arcos valley to relieve the surviving Orayan cities. The barbarians slowly gave way before the march, gathering strength.

"Nights of Horror" is the name of the two-day battle which followed. More than 150,000 warriors and magicians took part. The wily barbarians had hired the services of a magician family from distant Orathorn to aid them, and the sorcerers had remained concealed until now. Their surprise entry into the magic battle destroyed most of the Lunar magicians. When the army began to crumble, Hon-eel alone halted the collapse of the right flank by destroying seven spirits in combat, oblivious to the mob of filthy barbarians who struck at her from all sides. When the Lunar regular cavalry was enveloped on the left flank the Emperor grew desperate and summoned his powers of Chaos to aid him. The Orathorn magi summoned their own Secret Powers and this combat with the Lunar Chaos suddenly loosed alien worlds upon the battlefield. All mortals turned and fled, fighting wherever they had to against the inhuman foes which dropped from the burning scarlet and yellow skies. Hon-eel herself died here, fighting desperately and successfully to save the Emperor's favorite children from furry, many-legged things, which scuttled about and waved shrunken heads that bobbed about on scrawny antennae. The Snake-whiskered Dragon of Losdolos Angsur appeared and, though he set the Emperor's children down

in Yuthuppa, Hon-eel was never seen again.

The impact of this military conflagration was understandably immense. Survivors were numbered by the handful in both barbarian legends and Lunar records, making it a disaster as great as that of the Dragonkill War of 120 (1100 S.T.). The barbarians slaughtered their herds where they stood and took only their best stock and the surviving wives and children into the lands of Pent. It is said that each warrior in Pent had a hundred wives that year. They abandoned the Redlands and the fields grew thick again for the first time since the Dawn.

One side effect of this activity was the annual tribute of red-headed infants sent by Oraya each three years. These were reared

by the Emperor's household, and became the caravaneers of the famous Etyries Caravan, called the Red Tribe by the nomads. This pack train departed every other year from Palbar, travelled across Pent to Kralorela, and returned the next year. No nomads dared threaten the route, which brought rich and decadent luxuries into the heart of the empire.

Like the nomads, the Empire withdrew, too, though not in geography. Peaceful at last, the Emperor and his subjects pursued the Lunar "inward path." From this period forward Lunar philosophies change from avid reconstruction to self-indulgent gratification. New art styles, magical fads, and bizarre cults flourish, and an increasing gap appears be-

tween the leaders and the mass of lunar peasantry.

The end of the wane found the Empire in its most calm and peaceful state since the Goddess had left the earth. The borders had been secured by the Syndic's ban in the west and by the barbarian withdrawal in the east. The south was troubled with war, which the Emperor carefully nursed to provide a limited theater of action for the ambitious, the adventurous, and other troublemakers. By the wane's end the Lunar Prince Phornostes of Tarsh, now 26, could handle it.

The rituals of the Changing Wane began with an audible sigh of relief from a weary empire.

The Lunar New Year Ceremony

Throughout all Glorantha the Rebirth ceremony of the Sacred Time is of utmost importance. During the week-long ceremony most god-worshipping peoples act out their sacred myths of death and rebirth. Across the whole world everyone summons their spirits and gods, and the physical plane trembles with their presences. Even the cynicism of the God Learners never tainted these critically important rites.

The Lunar ceremonies are riskier than most. Since the Lunars have equal respect for both life and death their ceremonies can result in the victory of Death for the year, unlike (say) the Orlanth ritual wherein the storm god is (almost) always victorious over his deadly foes. Despite the philosophical equalities, most citizens of the empire favor the forces of life. Thus even skeptics are careful during the holy weeks of Sacred Time, and mere casual laymen usually participate enthusiastically in the public ceremonies within the empire.

When the Emperor is in Glamour, the annual rebirth ceremony is held at the Monument to Time. Amid a great amphi-

theater, a steep seven-stepped pyramid juts skyward. Atop the pinnacle the Emperor and his closest advisors lead the magical act. Upon the pyramid priests lead secondary rites. From there officials, chosen ones, and the other elect few who obtain such an honor watch. The circular coliseum holds the throning mass of thousands which gathers each Sacred Time.

During the first six days of the Lunar celebration the Red Emperor, or his local stand-in, receives gifts from a representative of the four directions in the morning. These gifts often include annual tribute, symbolic gestures, friendship presents, and honorary tokens. They also always include a ritual item used by the Emperor during the ceremonies that day.

From the South, for instance, the Emperor receives a necklace of animal hearts, each killed that year and prepared in a certain way to become a magical jewel. During the ceremony of the South the Emperor must forgive someone, often a personal enemy of his, and the magic of the hearts will give him the power to do so, and also protection against that foe in the future.

On the fifth and sixth days, the Emperor

receives presents from Above and Below: the invisible worlds around which the others revolve. He also reveals his Annual Staff, a hardwood stick which he must hand-carve each year, placing into it his plans and aspirations and secret methods of success. At the sunset of the sixth day, the Emperor dissolves his body, leaving the Annual Staff suspended in the air until his return.

Surrounding the floating Staff are the most intimate friends, relatives, and trusted staff members. They face the floating staff and maintain magical contact with their beloved leader as he traverses the magical planes. Certain among them, in ritual turn, will rise and address the crowds gathered outside the circle, explaining the routes and rites which the Emperor is experiencing. At the end of the sixth day, if all is successful, everyone loses contact with the Emperor. Usually a stupor passes over all the assembled crowd, most of whom simply collapse in the court.

No one knows what happens to the Emperor for the next day. However, he has

continued on page 45

The Syndics Ban

In 1500 (5/37) occurred one of the most incredible events of Gloranthan history, called the Syndics Ban.

The event was a magical catastrophe which stopped all communication between political units within the land of Fronela. Kingdoms, tribes, nations, and city-states were irrevocably cut off from all outside contact. Borders between lands were usually visible as a foggy bank which quickly grew too dense for any perceptions to penetrate, then reacted to the intrusion with some magical effect. The effects varied from place to place and time to time, but travel was always impossible. Some of the more common effects were to walk out of the fog with no perception of having turned around; violent rejection, sometimes by powerful giant hands, bone-crushing fists, or gusts of icy wind; attacks by monsters, often of types unseen before or since; no end to the fog in the outward direction although expeditions marched

for lightless days, yet found themselves home when they travelled backward for an hour; a solid, but invisible and unclimbable, wall; or permanent disappearance through mysterious means. Even spirits could not carry messages between lands.

The origins of the Ban are not yet clear, but certain facts are known. First, the local god or spirit of communication, called God of the Silver Feet, was killed by a conspiracy of sorcerers, wizards, and priests led by Prince Snodal of Loskalm. The heirs of Snodal claim to have spoken to the prince's ghost, sent by the Invisible God (say some) but summoned through darkest necromancy (say others). The prince claimed that the effort was necessary to preserve Fronela from a tremendous curse sent by Zzabur, the malicious sorcerer of Brithos whose motivations have always been secret. Scholars at the University of Sog, seeking to duplicate the summoning of the prince, got instead some of his companions in the heroic venture, who corroborated

the prince's tale. Those summoning scholars also speculate that the disappearance of Brithos was not an intentional act by Zzabur to move his land to another plane (as claimed by the Brithini of Arolanit), but a disaster caused by the backlash of the failed spell against Fronela.

The effect upon Fronela was complete, and each land lived for a century or more in complete isolation from its neighbors. Reactionary religious zeal was understandably conservative. Many local cults claimed the end of the world had come: another Great Darkness had destroyed all the evil of the outside world, and would destroy the survivors too if they did not resort to the most stringent religious observations.

The cause for the Syndics Ban's lifting is also a mystery. The scholars of the University of Sog speculate that the same force which broke the Closing of the seas began the deterioration of the Ban, possibly as a side effect. Many others claim to

continued on page 45

Advancing The Game

Commentary on Expanding the James Bond Rules

By Robert Kern

Transcript Of A Convention Seminar On James Bond

Kern: . . . and I hope that answers your questions about the Draw situation. Gerry Kern did an absolutely wonderful explanation of the Draw mechanic in the fourth issue of *Heroes* magazine. It's called "A Primer On Combat" and should clear up most of your confusion. Now, I think 40 minutes is enough to spend on the Draw, and we only have 40 minutes left. Are there any other questions? Yes, the young man wearing the paladin outfit and wearing the button saying 'You're under arrest, Balrog-breath.'

Paladin: When are you coming out with an advanced game?

K: As compared to what? The For Your Information product expands on the game and gives guidelines for running unique encounters and situations. What are you looking for?

P: Well . . . um . . . you know. More rules.

K: More rules in what sense? If you want enemies, we're planning a supplement on that. If you want more equipment, that's in the works. If you want more NPCs, we'll be doing that. What would you consider advancing the rules?

P: Well, (naming that other game) defined the universe more. It gave you new skills and stuff you could do. You know, that kind of stuff.

Then the gestalt happened, and I am indebted to P. for making the scales fall from my eyes. In all the times that people asked for advanced rules, I was never sure what they wanted.

Yes, other games are complicated so that any change requires an entire subset of exceptions and "however's" in order not to conflict with the established rules. This is due to the fact that a game will have different rules systems to resolve combat, skill attempts, interaction, and everything else. Often, the systems within the game itself are incompatible.

When we were designing Bond, we made the conscious decision to base everything in the game on the Ease Factor/Quality Results system. Skills, Combat, and Interaction systems are all perfectly compatible because they are all the same.

This free-flow approach to gaming we had devised had a major bugaboo (not to be confused with a bugbear). We were relying on the free imagination of the GM and players. This attitude was rarely seen in other games. Usually, they are so locked into a set of rules so convoluted and specific that they cannot make up rules on the spot to cover new situations.

While some reality must be sacrificed, the game system for *James Bond 007* more than compensates by allowing quicker decisions on the part of the GM for new situations. New skills can be created using one or more

Characteristics and adding the skill level. New situations can be handled using the old skills with a logical Ease Factor modifier.

So there are no current plans for a "new and improved" set of rules for the game. Supplements will be coming out with original villains, more information on organizations, how to create better campaigns, more equipment, but no revamped rules.

Take heart, though. These articles will give you ideas and suggestions for using the game system and components to their fullest. To this end, I would like to hear from the people out there for article suggestions. They can be sent to Robert Kern at Victory Games, Inc.; 43 West 33rd St, Suite 603; New York, NY 10001. This is for article suggestions and should not include a request for a personal response. Questions about the game, worded to require a one-word answer and accompanied by a stamped envelope addressed to yourself will be gladly answered.

Now for the rules. These should not be considered official just because they appeared here, although they could show up in an official supplement. If you have come up with your own method of playing out these kinds of situations, go ahead and use your own.

Your Time's Up, Mr. Bond

The situation: the characters have found the enemy stronghold. They have penetrated the headquarters through Disguise and Interaction without firing a shot. You, as GM, eagerly await the furious climax ending in a true Bond style. The players chat amongst themselves, obviously planning a masterful *coup d'etat*.

Then, the spokesman for the players turns to you and announces their plan: lay low and walk around. Leisurely.

In stunned silence you sit, wondering if they realize that the world was going to end but it would have to be postponed because they want to "lay low and walk around." How can I get them to hurry, you cry to yourself. What can I do?

Simple, give them an obvious time limit. In the above situation, a voice over the public address system would announce that there was only two minutes until whatever the Major Villain was planning would happen. That should get them moving.

The benefits of time limits become evident to me when I was doing game demonstrations at conventions. I would do the same scenario over and over: the characters bursting into the control room would have to get an electronic key out of the pocket of the Privileged Henchman and turn off the Major Villain's apparatus. Depending upon the number of characters, it could be Oddjob and a few guards, or Oddjob and Jaws.

At first, the combat (which I limited to Hand-To-Hand) would go on interminably.

The characters would be cautious about taking action, even shy. Combat has no end except to kill the opponent, and it would go on and on until that is accomplished. But players are loathe to throw their characters into nasty situations so they are ever cautious. In demo after demo, it would often take five Action Rounds before a punch was thrown.

So at the next session, the players saw a digital clock on the wall of the control room that was counting down from 30 seconds. Since I was using five-second rounds, this gave the group only six rounds to get that key and stop the Major Villain's plans.

Suddenly there was aggressive play. Every group from then on would have at least one person who would convince the rest that discretion would get the world destroyed. The party's adrenalin began pumping. By the second round they were improvising weapons and maneuvers to accomplish their goal.

Give your players an obvious time limit in which to find the Major Villain. A clue referring to his plan coming to fruition in a few days will stoke the agents into high speed. That final combat will move faster when the characters must accomplish something within a limited number of rounds. I found this works in games other than Bond: in a fantasy adventure the characters may have to hack their way through the guards to reach the high priest/monster/barbarian before he sacrifices/eats/ravishes the fair maiden.

This tactic also has the effect of making combat secondary to the goal. A major complaint I heard from parents attending a convention was that they were sometimes worried about hearing their children talk about nothing but hacking and killing. But they were not worried about the Bond game as much because they heard their children talking about saving the world. Combat just became a tool to that end.

In addition, the time limit may not allow for resolution through bloodshed. In the demonstration, by round three the agents realized that fighting Oddjob to the death would take more than the allotted six rounds.

Let's Make A Deal

The players were having a great time but I was getting stale. Inserting a different situation, henchman or gadget would make it fresh for awhile, but I tried to find a way to fine-tune my GM style that would accomplish the same thing.

It started when a player declared that his character was going for a Disarm in order to grab the key from Oddjob's pocket. This group was having a hard time grabbing the concept of Quality Ratings, so to show him how a QR of 1 was better than a QR of 4, I told him that if he rolled a QR of 1 or 2, he not only grabbed the key but moved away before Oddjob could

attack him. On a QR of 3 or 4, he grabbed the key but could be attacked.

Later, the character had reached the control panel but Oddjob was closing in and could attack him that round. The character had to make an Electronics roll to use the key and abort the countdown. Once again, we made a deal: on a QR of 4, Oddjob would get in his two attacks without the minus for the character's Speed, since the character would have spent so much time working the controls. On a QR of 3, Oddjob's first attack would not be modified. On a QR of 2, both attacks would suffer the Speed modifier, and on a QR of 1, the agent would be able to make one attacks. Of course, this set of options was based on Bond's abilities and his speed of 3; a slower agent would require a different set of circumstances.

The hardest part is visualizing the varying degrees of success. On one mission, the player character was attempting to leap from one plane in flight to another, without benefit of a parachute. The bidding process was completed and the player characters were going first. I had already decided to use his Evasion Skill at the bid Ease Factor to determine success, but I asked him to specify what his character intended to do.

He said that he wanted to land near the hatch and open it. Here's the deal I made with him: on a QR of 1, he would land near the hatch, sure-footed and ready to strike. On a QR of 2, he would land on the wing and he must spend a round getting to the hatch. On a QR of 3, it would take two rounds to get to the hatch, supposedly from landing on the fuselage towards the tail. On a QR of 4, the character landed on the wing opposite the hatch, and must take three rounds to get there. A Failure would mean he missed the plane entirely and he better have the seven Hero Points I would demand for a parachute to appear somehow.

I explained all this before the player made the Evasion roll for his character. This is the most important part of deal making: telling the player the possible outcomes ahead of time. When I first started making deals, I would only reveal the results after the roll was made. Players became a trifle irate, and with good reason. They thought it was a Success/Fail situation, and I was giving them degrees of Success instead. Once I told them before they rolled what could happen, I got nary a sneer.

In fact, in the above example of plane hopping, the player rolled a QR of 3 and described how his character managed to land on the tail of the plane and then crawl his way forward while I had the pilot perform numerous maneuvers to try shaking him loose. It made for very visual play.

Oh You Beautiful Foil!

What kind of Beautiful Foils are the characters in your campaign running around with? Are they all rocket scientists who challenge the characters, or are they fluffy-brained imbeciles who, when you mention Neutron Bomb, immediately think of the singer Olivia? It is often difficult to decide what kind of Foil to put in your adventure,

much less her part in the proceedings. Let's first consider the kind of Foil she may be.

In the beginning, the Foils were weaker characters than Bond, although I would be loathe to say this to Honeychile Rider or Pussy Galore. Tatiana Romanova was more burden than asset, the Masterson sisters were hardly around long enough to prove their worth one way or another, and even Kissy Suzuki, an agent in the Japanese Secret Service, did little more than fill out a bikini and offer information. When it came time to break into the volcano stronghold, she was sent back for reinforcements.

This began to change in *"On Her Majesty's Secret Service"*, when Tracy di Vincenzo was portrayed as Bond's emotional and intellectual equal. She was still kept out of the most dangerous situations, but proved a greater asset than any previous Foil. In the last four movies, Melina Havelock, Holly Goodhead, and Anya Amasova have been strong women who have met Bond on his own terms. There have been women who fit the old mold but they are lesser Foils and Civilians – Magda, Corinne Dufour, Bibi Dahl – who are secondary, ephemeral characters without much to do with the plot.

When choosing the kind of Foil, you should ensure you are not getting into a rut. Are all your Foils nothing more than cheesecake (beefcake for female characters) who contribute nothing except some recreation for the character? On the other hand, are they all super-competent, able to leap tall buildings with a single bound (I think I'm confusing genres here)? Ideally, there should be a little of each.

The one rule I adhere to is that the principal Foil should not be played as an empty-headed ditz. The players have to live with this character, and several sessions with Susie Cutes can become gagging. The Foil should have something to contribute, whether it's information, skills or dramatic effect.

In *"For Your Eyes Only"*, part of the tension was whether Melina would shoot the man responsible for the murder of her parents. Granted, the question was never resolved since Colombo saved her the trouble, but the tension was there and Bond got a chance to Persuade her out of it.

Aside from forcing Bond into disobeying orders to effect her rescue, Anya Amasova also pledged to kill Bond since she held him responsible for the death of her lover. Whether she would or not would be a greater concern in a campaign than in the movie. You can't have this kind of drama if the Foil is a starry-eyed ditz.

There are three categories of Foils in the James Bond world: allied, neutral and enemy. An Allied Beautiful Foil works with the character from the beginning: Melina Havelock, Anya Amasova and Holly Goodhead are examples. Yes, yes, Goodhead was in competition with Bond, but she was on the same side of the law as Bond.

Neutral Beautiful Foils are those who have no feeling for the characters. Magda (*"Octopussy"*) is a prime example, as are Tiffany Case (*"Diamonds Are Forever"*) and Andrea Anders (*"The Man With The Golden Gun"*).

They can be brought over to the character's side using Seduction.

Enemy Beautiful Foils can be the greatest danger to characters, especially those agents who have a patronizing attitude towards women. Pussy Galore is a primo example, being deeply involved in Goldfinger's plan and a direct enemy of Bond in the beginning. She was only brought over to the side of truth and righteousness through Bond's "appealing to her maternal instincts."

It should be harder to Seduce a Foil based on whether she's Allied, Neutral or Enemy. But there may be times when you don't want the characters to know exactly where her loyalties lie. In *"Live And Let Die"*, Rosie Carver was a double agent, working for the CIA, but actually employed by Kananga. Bond's Seduction of Rosie was a Failure; they had gotten to the When and Where stage at least twice without Rosie being overwhelmed with Bond's charms.

So in playing out this scenario, do you, as GM, tell the player there is a negative Ease Factor modifier applied to his Seduction rolls? This will tell the player that the NPC is not all she appears to be. While most players are honest, they are reluctant to expose their characters to a known danger. More than likely, the player will come up with a rationale for not letting down his guard.

Applying the modifiers in secret can be tedious and just as big a clue. There is also the problem of Hero Points. The player does have the right to know the Quality Rating to decide whether or not to use his Hero Points.

The most efficient way to handle this situation is to apply the modifier to the seducee's WIL roll. Enemy NPCs should receive from +4 to +6 Ease Factor modifier to the WIL roll. Neutral Foils can receive up to a +3 modifier.

Tails, Tails The Gang's All Here

The player characters saunters down the streets of the city (characters in Bond never just walk). Suddenly one feels the hairs on the back of his neck bristle (a successful PER roll) and notices that they are being followed by a cross between Bubba Smith and the World Trade Center. What to do?

According to the rules their choices are limited to the five basic maneuvers with the Trick Maneuver covering all the possibilities. But your players are stymied as to what to do except run away or fight. Eventually, they will turn to you as GM and ask for alternatives when a character is being followed.

Dread this moment no longer: here are some alternatives to a full-blown chase.

To lose a tail, all the characters have to do is Flee until it is greater than Extreme, or perform a successful Quick Turn.

The Quick Turn, A Short Lecture

A number of designers and players seem to be mistakenly using this maneuver whenever a character must make a sharp turn. The QT is the standard spy trick of ducking into a doorway, or pulling the vehicle into a side street. In the latter case, the engine is cut and the vehicle stopped.

continued on page 46

Dragon Pass

Mastering The Unique And The Strange

By Brett Murrell

A first reading of the *Dragon Pass* rules will convince you that no average human could possibly master it, especially the many units which have unique rules all their own.

But the scenarios are designed to introduce the rules slowly, and after a scenario run-through the rules are not a mind-boggling horror. Once learned, the *Dragon Pass* rules are highly fluid, and do not require much chart consultation and calculating. But it does require strategies that are not found in many other games, and mastering it does not come quickly.

Although the rulebook has nine scenarios, the Marathon Game will be referred to in the article since it incorporates all of the rules.

The Situation

The scenarios represent the conflict between the huge imperialistic Lunar Empire and the small but able Sartar nation led by Prince Argrath. Both sides are aggressors, each trying to take territory by force of arms and allies.

The map is a colorful depiction of the terrain around Dragon Pass. The northwest corner of the map shows the tip of the Lunar Empire and in the southeast lies Sartar. Both armies start in their own country, and between them are a number of independent nations: the Exiles, Grazelanders, Cragspider, Dragonewts and Ironhoof, among others. These nations can be allies or enemies depending upon your diplomatic successes.

Both players must crush the opposing army and capture its capital by any means possible to win. This is a long trek for both sides, but with 28 game-turns, neither side should have difficulty with the clock. Most games will be over in less than 15 turns.

Stacking

Stacking is unlimited, bringing to mind single huge stacks of units plowing under everything between it and the enemy capital. But a number of rules work against this plan. Large stacks are useless and suicidal for several reasons:

1. During melee, only the top three major units can fight. The rest can use missile fire or non-melee attack, but all units are affected by the combat results. Eliminating a stack of units takes out not only those who fought, but those unlucky enough to be there.

2. Some units have exotic magic allowing them to completely destroy or disrupt all units in a hex or hexes. An opponent will thank you for the cluster of inch-tall stacks as his magician is wiping them off the map. This is especially true of Dragons, which can kill all enemy units adjacent to

them.

3. No more than three major units can be in a stockade, ruins or fortresses. Everyone else are outside the walls and receive no defensive benefit for the structure. Therefore, no large stack is able to sit in a fortress and hold out forever.

But if large stacks are out, is it better than to spread out? Not always; there are conditions which make stacking useful. When playing with the screening option that prevents players from looking through your stacks, small stacks can hide important pieces like the nutshell game. Superheroes and Dragons can protect up to three units stacked with them from almost everything: from magic attacks, hex-destroying magic, and even some protection from Dragon-fights. Stacks containing superheroes or Dragons can be much larger than usual.

Movement

Like most wargames, units have a printed movement factor and move as far as this factor allows. Some units can fly, allowing them to cross rugged terrain swiftly; others can walk on the water or through mountains quickly. These special movement abilities should not be underestimated. If possible, keep them near their favored terrain, allowing them to gain the advantage on less-capable enemies.

The Dragonewts, an independent nation of lizardoids which dwell in ancient ruins across the board, have a very special and potentially devastating movement ability. They have magical roads that connect all their ruin-cities. These roads allow the Dragonewts to move literally from one end of the board to the other, giving them the ability to attack from nearly anywhere. A player fighting the Dragonewts must knock them out of the war as soon as possible. They can whittle your army down in hit-and-run attacks. Vietnam, anyone?

Combat

Combat involves more than melee. Units can be destroyed by spiritual magic, crushed by meteors from the heavens, eaten by monsters of Chaos, wiped out by fire or flood, shot by archers, or just plain run through.

Attacks are classed into six different categories, and are conducted each turn in the following order: the four magicks of Exotic, Chaotic, Physical, and Spiritual; and the familiar Missile Fire and Melee attacks.

Exotic Magic: These are highly destructive attacks capable of destroying all units in one or more hexes. It includes the Storm-walker downpour, the Crater Makers' Meteor Swarm, and the Fire Pillar of Cragspider.

The object of these attacks is to destroy as many units as possible. But when? Saving them for the rainy day could backfire, because each attack is created by a special unit, and if it's killed, you lose a powerful weapon. Your enemy has the means to kill these units by melee, by assassination, Exotic Magic, or a surprise attack from a new alliance or special unit. For this reason, take special care of the Exotic Magic units and use them as soon as possible.

The only defense against Exotic Magic are Dragons and superheroes, but since they cannot be everywhere at once, the other unprotected units must refrain from stacking too high, so when the attack does come, the losses will be minimized.

Chaotic Magic: This allows the attacking Chaotic unit to "eat" or eliminate any opposing unit(s). Because the attacker decides which units are lost for both attacking and defending Chaotic units, they are more useful on attack.

Only two units have Chaotic abilities: the Crimson Bat, which can eat one unit per attack, and the Hydra, which can eat from one to six units. Although they sound like very powerful units, they have drawbacks. First, Spiritual Magic automatically destroys them if all other allies stacked with them are eliminated. This means that units must be stacked with them to buffer against those attacks. Secondly, Chaotic Magic does not affect superheroes, and if used in battle against enemy units supported by a Dragon, the Chaotic Unit is immediately eliminated.

Because of these drawbacks, the best use for a Chaotic unit is stacked with a superhero or Dragon, which protects them from Spiritual Magic, or sent to a remote part of the battlefield where no Dragons or enemy magicians are.

Spiritual Magic: This is generated by magicians who have a magical spirit tied to them. Each magician unit has one spirit, and if the magician dies, the spirit is lost.

Spiritual Magic can only attack if a normal unit attacks with it, which means that the spirits cannot be used as a form of non-corporeal strike force. Most magicians are dubious melee fighters, and since they can send their spirits to battles five or six hexes away, they are useful behind your main battle line as arcane artillery.

When using Spiritual Magic offensively, your best bet for causing damage is to mass it on one or two hexes rather than spreading it out. If you roll high enough on the Attack Table, you can destroy a whole stack that will not be around for melee. Also, since your attacking spirits are subject to defensive spirit magic, attack hexes that do not contain them. Spirits should be

used to destroy mundane military units, most of which are easily destroyed by Spiritual Magic. Because Spiritual Magic is not affected by good defensive terrain, attacking units in fortresses and other defenses gives the most benefit.

Defensive Spiritual Magic is the opposite; it should be spread out along the front lines, usually in pairs. Because Defensive Spiritual Magic affects only attacking spirits, putting all your spirits in one or two hexes will just make the attacker attack an undefended hex. Sending your spirits out in pairs for defense will give enough striking power to kill an attacking spirit, and allows you to defend more hexes.

Because spirits cannot both attack and defend in the same turn, you must decide whether to attack with them or defend. Do not split your units among the attack and defense. Using some for offense and some for defense is a piecemeal waste of units. This is an attrition game, and whether you attack or defend, you want to go all-out. Using Spiritual Magic on attack is usually more advantageous, since you have the liberty of evading defensive units, but if you do not have the physical forces for an assault at the moment, settle for a solid defense.

Physical Magic: Similar to Spiritual Magic, it is a no-risk attack because nothing can defend against it. Because of this, it is good for attacking stacks which contents are unknown. Physical Magic, like Spiritual Magic, requires a conventional military unit to attack with it.

Missile Fire: Some military units have Missile Fire of one-hex range. It is not very effective unless massed and should be used preferably against units in clear terrain. Defensive terrain significantly reduces the effects of Missile Fire.

Melee: Only the top three major units may attack an adjacent enemy unit. The rest of the units may still participate by using some other form of attack. While combat consists of the standard odds ratio table, after the attacker is done, the defender can counterattack at twice his remaining strength. This creates some different strategies. The attacker cannot afford to conduct half-hearted attacks. If he cannot kill some of the defending units, the counterattack can be devastating.

Because all defending units adjacent to attacking units must be attacked, and are allowed to counterattack, the attacker wants to confront only as many defending hexes as he has a possibility of destroying. You can use "suicide" units as a way of fulfilling the combat requirements, but the best solution is to overwhelm isolated or flanking units, ignoring the middle of a solid defensive line after ensuring that he cannot attack you there. In short, maintain the balance of power, and strike only where the enemy is weakest.

Defenders are allowed to retreat before combat as long as they are not surrounded and they leave behind a covering force. This option is useful only in emergency situations when you would be overwhelmed

anyway, or when you desperately need to get to better defensive terrain. Retreating as a habit just sacrifices units to your opponent.

Zones of Control

All major military units have a Zone of Control which requires moving opponents to stop upon entering. Its strategic use is similar to most other games, allowing units to be surrounded and unable to retreat, and keeping enemies from penetrating behind lines. With armies that can move twenty hexes a turn, like the Dragons and Stormwalkers, it is important to maintain a line of ZOCs between your opponent and your homeland. Capitals and other hexes like the Temple of the Reaching Moon are easily taken by fast-moving units that slip behind the lines.

Stacks that have single-creature units on top do not exert a ZOC. Therefore, major units should occupy the top position unless flanked by friendly forces.

Heroes and Superheroes

Heroes and superheroes are of primary importance in the game. The heroes are equal in power to a major military unit, have a 50% chance of making a heroic escape if killed, and can move fast. Each side has several heroes and only one superhero, which is fortunate for all the other units. A superhero can confront and beat a whole army of major units singlehandedly. Superheroes have a 66% chance of escaping a killing result, and negate most defensive terrain.

With the massive benefits that the heroes and superheroes give in battle, they should never be held in reserve. Because they add to the Combat Factors of units stacked with them for melee, heroes and superheroes should always have three military units stacked with them. With the exception of the Red Emperor, who is a better magician than warrior, heroes are best on the front lines, and the superheroes should be holding the key defensive hex. Never worry about losing your superhero; in nine out of ten games the superhero will be the one left standing after all else have headed for Valhalla.

Alliances

Each player has Diplomacy Points to bring the major independent nations to his side. To gain an alliance, a player must spend more Diplomacy Points on an ally than his opponent, and make a die roll. This allocation is conducted in secret, and causes a great deal of anxiety and paranoia on both sides.

Because the first player must call out all alliances he is seeking to the second player, the second player can react to the new information given him, call his alliance attempts in light of the first player's announcement, and add next turn's points before the first player can react to the point information given him. The first player, then, must assign points defensively, spreading out his points among the in-

dependents and not attempting any alliances unless absolutely sure of success. The fewer points you reveal to your opponent, the less sure he will be of attempting an alliance by revealing his points.

Determining which independent to try for is a personal decision. All are equal in power for the price you pay, with the value depending upon what you need or can get. Your decision should take into account the strategic position of the independent (like how easy the enemy can destroy it if he went over to your side), and any factors that will give you the best advantage. No fixed strategies apply; just think ahead and work towards the alliance that will hurt your opponent the most. Above all, do not be predictable; change strategies often or a player familiar with your desires will out-guess you.

Summing Up

The most important concept to understand about *Dragon Pass* is that it favors attrition. Three rules should sum it up:

1. Be aggressive; contest everything your opponent tries, especially at the start of the game, when you're fighting over allies. Without them, you have a good chance of losing, so try everything to get them first.

2. Lost ground is no loss; only a few hexes on the board have any strategic value, and three of them – Boldhome, Furthest, and the Temple of the Reaching Moon – are deep in Lunar or Sartar territory. To a smaller extent the independent capitals are important also. The area between these hexes is nothing but battleground, so do not fret about losing ground if it gains you a tactical advantage.

3. Attack and defense do not mix; do not go halfway when attacking. Destroy as much of the enemy as possible before the counterattack takes its toll.

4. Finally, do not be cowed by the unique rules in *Dragon Pass*. They become second nature after a few tries, and make for a game that is open to a hundred options. Few games I know of can come as close as *Dragon Pass* in variety and simplicity.

DRAGON PASS

Q. Must flying units stop when entering an inactive unit's Zone of Control?

A. Yes

Q. Is the Dwarf Mine (hex 2612) the same as an open ground hex with a secondary road?

A. Yes

Q. Do Magicians' spirits and agents ignore ZOCs, and may be placed on any stack within the magician's RF as in 7.3.3?

A. Yes. Magicians' spirits and agents are simply placed on the stack they are to attack. They do not move from the hex occupied by the magician to the hex containing the enemy stack.

Q. According to rule 7.8.2, "a magician cannot use DSM while its spirit is providing magical support [see 7.13]". Can a magician whose spirit has been eliminated use DSM?

A. Yes.

Q. What happens to a magician whose spirit is

New Skills For RuneQuest

By Greg Stafford
and Sandy Petersen

RuneQuest presents 39 skills for normal game usage. These are our "generic" skills — those most likely to be used by the greatest number of characters. Not everyone knows them all, of course, or else there would be no 0% base chance skills. But those 39 offer the greatest overlap.

Gamemasters will often find it tempting to make new skills for their campaign. Sometimes they will be done lightheartedly: I have a character with a Throw Duck skill (which he has used twice), and a morokanth with a Spit attack. Both were granted by the gamemaster because he was amused by my desperate actions of the moment, and commanded that the character's skills be recorded for posterity.

Other new skills are more functional. The RQ game assumes that everyone will Speak and Read/Write different languages for each campaign, know different Crafts, and play various instruments.

When making these various skills, the gamemaster should try to keep the number low, unless he wants the campaign to focus upon the details of the skills. For instance, the Cult of Uleria, goddess of love, clearly required a new Craft to describe its professional skills. The cult recognizes three aspects of love in Glorantha: the carnal, social, and reproductive. Some players suggested three separate skills, but I could see where such a division could degenerate into the depths of back-room role-playing. Instead, we decided on Craft (Courtisan) as covering all three possible actions.

Cities offer many possible professions. Before assigning players the skills of net-making, dyer, or fletcher, the gamemaster should decide what effect, if any, such a minute subdivision would have on the game. I suggest that you broaden, rather than narrow, the skill range for each craft. Thus, Craft (Clerk)

covers all the jobs which require record-keeping as their main skill.

What about brand-new skills, intended for serious use in play? I say welcome to them, and the gamemaster should feel free to add what he sees fit.

One admonition is critical: in the interests of role-playing, remember that just because the skill is in your game, it does not mean that everyone should, or even could, learn the skill. Thus, it is not really necessary to make a whole new character sheet listing every new skill on it.

We have many new skills in the supplements planned for a 1985 release. The first ones appear in Supplement #1: *Monster Coliseum*. They include:

Drive (vehicle)(Agility)

Net (Weapons Skill)
Damage Done: 1D4 or entangle
STR/DEX: 12/10
ENC: 3
Armor Points: 6
SR: 1
Cost: 150 pennies

Trident (Weapons Skill)
Damage Done: 2D3 (capable of impaling)
STR/DEX: 9/7
ENC: 2
Armor Points: 9
SR: 2
Cost: 125 pennies

A whole array of appropriate non-human skills are set onto character sheets in Supplement #3. The base chances of these skills vary greatly with the particular non-human involved. We have given the human base chances for these skills:

Earthsense/Scan (Perception) **
Earthsense/Search (Perception) **

Darksense/Scan (Perception) **
Darksense/Search (Perception) **
Disguise (Knowledge) 05%
Broo Lore (Knowledge) 00%
Duck Lore (Knowledge) 00%
Dwarf Lore (Knowledge) 00%
Elf Lore (Knowledge) 00%
Halfling Lore (Knowledge) 00%
Orc Lore (Knowledge) 00%
Troll Lore (Knowledge) 00%

** These skills are permanently at 00% for humans.

The Vikings supplement, #4, exhibits some new skills appropriate to its specific cultures:

Skate (Agility) 25% Vikings, 00% Others
Ski (Agility) 25% Vikings, 00% Others
Lawspeak (Knowledge) 05% Vikings, 00% Others

Thrown Hammer (Weapons Skill) 15% Vikings, 00% Others

Damage Done: 1D6
STR/DEX: 11/11
ENC: 2
Armor Points: 8
Range: 20m
Rate: 1/SR
Cost: 150 pennies

From #5, *Gods of Glorantha*, two essential Gloranthan skills are added, plus many new ones special to the various cults:

Gloranthan Lore (Knowledge) Age as %
Cult Lore (Knowledge) 00%
Bargain (Communication) 05%
Charismatic Wisdom (Special) special
Courtesan (Communication) 05%
Craft/Butchery (Knowledge) 10%
Craft/Prepare Corpse (Knowledge) 10%
Sense Assassin (Perception) 00%
Sense Chaos (Perception) 00%

continued on page 46

eliminated?
A. Nothing.

Q. Rule 8.7.3 states "A hero designated to be a scapegoat does not attempt a heroic escape if it is eliminated in a battle involving the avenging superhero." Does a superhero scapegoat get to attempt a heroic escape in the above instance?

A. No.

Q. In rules 4.5.1 and 4.5.2, it states that an underlined combat and magic factor does need support in chaparral and the latter can give support to other units in chaparral. What sort of support, and what is chaparral?

A. Chaparral only appears on the *Nomad Gods* map-board. It is the second game of the *Dragon Pass* series, and is not available from The Avalon Hill Game Company. Support is akin to supply in other wargames. The chaparral is a grassy region. The only source of food in the chaparral are the herbivorous herds. Chaparral is the dominant terrain type in the *Plains of Prax*. There are no chaparral hexes on the *Dragon Pass* map.

Q. Why can't units involved in magical battles decide which of them will face the enemy unit first. I don't understand why the attacker doesn't decide which attacking units are eliminated, and the defender doing the same.

A. Unlike combat on the physical plane, there is no way one unit can shield another on the spirit plane. Dragons and superheroes are special. Therefore, spirits always inflict the most advantageous casualties possible.

Q. I also deduct 1 DP for each originally friendly fortress held by the enemy. This reflects the fortunes of war more closely, but is it correct?

A. No, the rule is correct as written.

Q. Should players be allowed to roll for Dwarf Luck more than once?

A. Yes.

Q. Is it permissible to move from one ZOC to another if the second ZOC is exerted by another unit?

A. No.

Q. In lieu of the rigid ZOC rules, is it realistic for a single infantry or cavalry unit to be able to stop a large stack of units, including possibly a superhero?

A. Yes. No leader would consider passing an enemy unit without first stopping and determining what type of unit it is, and whether or not there are more like it nearby.

Q. Do ZOCs affect flying units, and if so, why?

A. Yes. Flying units are not aircraft. They are mostly low-flying creatures that are especially vulnerable to certain magics while flying. Also, they must land often and rest.

Q. Can a missile-using unit fire during the Missile Fire Step, then retreat before melee?

A. Yes.

Q. When selecting casualties of chaotic or exotic magic, can the attacker select any units in a stack for elimination?

A. Yes. Chaotic magic is nasty.

continued on page 46

The Big Hit

A RuneQuest Scenario

By Sandy Petersen



Background

This scenario is designed to take place in Glorantha, in the city of Karo (pronounced KAY-roh). This is the largest city of the nation of Afadjann (ah-fahd-JAHN), located in Fonrit (FON-rit). The city rulers and all the non-player-characters in the scenario are black. If the adventurers are white-skinned, it is more difficult for them to blend in, although not impossible, since approximately 15% of Karo's populace is white.

Karo is not located on the map provided with "The Land of Fonrit" article. Exact placement of the city is left to the discretion of the gamemaster.

The street of Dragonwalk, mentioned below, is the most important thoroughfare in the city. Important processions invariably use it.

The Bluestreets are the slums of Karo. This area is a maze of intertwining dark alleyways, decaying buildings, and vicious footpads. About 40% of the humans here are blue-skinned, belonging to the Veldang race.

The Stilletos are a notorious band of thugs whose master is named Hamar. Hamar controls most of the illegal activities going on in Karo, and the Stilletos are powerful here. They have nearly exterminated the Selarn organization (a notorious thieves' band) in town.

The ruler of the city is Prince Nakajian. He is a middle-aged man who cares little for the cares of his office, though he loves its prerogatives. His uncle is Jann of all Afadjann, ruler of the nation.

Almost any adventurers may participate in this scenario. They should be known killers and in need of money. None of the participants should have powerful magic, or be a sorcerer, priest, or shaman.

Karo is an enormous hellhole, full of intrigue, murder, and deadly games. The adventurers are about to get involved in one of these games.

Introduction

One night, while the adventurers carouse in a popular inn named the Shady Lady, three burly Stilletos come into the room and walk over to their table. The biggest one takes off his hat, holds it over his belly, and says with uncharacteristic respect, "Good sirs and ladies, is this the table of" calling the adventurer by name.

If the adventurers answer affirmatively, he continues. If they deny this recognition, he says "As you wish, whatever names you prefer, we can use. Call me Tongsap."

"May we talk in private? Please, suggest a spot where we can be alone." He stresses the fact that the party can choose the discussion site, making an ambush difficult. If the party agrees, he lets them lead him and his two comrades to the agreed-upon place.

If the party refuses to go along, he slowly reaches for his belt, pulls loose his purse, and throws it before the adventurers. It spills open and coins scatter and roll across the table. "Are you so wealthy you can ignore hard cash? This purse is yours. Come, speak with me and earn far more." There are approximately 60 pennies in cash — enough to support a man in relative luxury for two weeks.

The party should eventually be bribed into going. Tongsap will not openly threaten them, though the mere existence of his two bravos leaves open the option.

The Offer

When Tongsap gets the adventurers alone, he makes his offer.

"You know who I work for. I won't name him here. In two weeks, Prince Nakajian will ceremonially march down Dragonwalk with all the city priests and Royal Guard. My master offers you 6,000 pennies to kill him, Nakajian, dead."

This should elicit quite a response from the adventurers. If they bluntly refuse, Tongsap cajoles them, trying to open a dialog. He asks them what terms would be acceptable and tries to get them to dicker with him. He can go up to 7,000 or 8,000 pennies, or even higher, if that is what it takes. He guarantees protection against retribution. He won't pay more than 10% of the assassination price in advance.

The adventurers may refuse to attempt the assassination under any circumstances. If so, Tongsap attacks with his two bravos. If the Stilletos seem outnumbered or outclassed, they leave. However, a few days later, when they are most vulnerable, the adventurers will be attacked by a group of paid non-Stiletto assassins. If the assassins are driven off or killed, no further trouble will arise. Nakajian won't believe any adventurer tales of threatened assassination.

If the adventurers accept a deal, Tongsap goes on. "Nakajian must be dead. He must be killed with everyone watching. In the parade. Got it? No mistakes. No questions. And if you screw up and get caught, no mention of Stilletos in the deal. If we're involved in any way, we'll kill you, your family, and your friends. Sometime. Somewhere. No matter what it costs us. You know we can do it."

"Now to business. In one week, we meet here again to discuss your plans for the assassination. We'll have an expert here. If your plan stinks, he'll tell you and we'll work out a better plan. If your plan is good, fine. Maybe we'll pay you a bonus. So don't forget. Meet here again at sundown in a week. Remember, mention Stilletos to anyone and you're dead. If someone asks you, imply that you got in a fight with us. Okay? You got it straight? Good. I'll bring your down-payment next week."

With that, they leave, and the adventurers may discuss what has just happened.

Here's Tongsap's statistics. His two comrades are merely faceless drones.

Tongsap
STR 14 Move: 3
CON 14 Hit Points: 16
SIZ 17 Fatigue Points: 28 - 8 = 20
INT 13 Magic Points: 12
POW 12 DEX SR: 3
DEX 11
APP 8

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 2/6 |
| L Leg | 05-08 | 04-06 | 2/6 |
| Abdomen | 09-11 | 07-10 | 2/6 |
| Chest | 12 | 11-15 | 2/8 |
| R Arm | 13-15 | 16-17 | 2/5 |
| L Arm | 16-18 | 18-19 | 2/5 |
| Head | 19-20 | 20 | 2/6 |

| weapon | SR | attack | damage | parry | pts |
|-------------|-----|--------|---------------|-------|-----|
| Broadsword | 6 | 72% | 1D8 + 1D4 + 1 | 57% | 10 |
| Main Gauche | 7 | 55% | 2D4 + 2 | 68% | 10 |
| Fist | 7 | 89% | 1D3 + 1D4 | 34% | - |
| Thrown Rock | 3/9 | 69% | 1D4 + 1D2 | - | - |

SPIRIT MAGIC (52%): Bladesharp 3, Demoralize (2), Heal 4, Shimmer 4

SKILLS: Fast Talk 60%, Orate 78%

ARMOR: he wears a complete suit of gorgeously-dyed bright green and brown leather clothing.

Bodyguard One

STR 13 Move: 3
CON 12 Hit Points: 14
SIZ 15 Fatigue Points: 25 - 2 = 23
INT 11 Magic Points: 9
POW 9 DEX SR: 4
DEX 9
APP 14

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 0/5 |
| L Leg | 05-08 | 04-06 | 0/5 |
| Abdomen | 09-11 | 07-10 | 0/5 |
| Chest | 12 | 11-15 | 0/6 |
| R Arm | 13-15 | 16-17 | 0/4 |
| L Arm | 16-18 | 18-19 | 0/4 |
| Head | 19-20 | 20 | 0/5 |

| weapon | SR | attack | damage | parry | pts |
|------------|----|--------|---------------|-------|-----|
| Shortsword | 8 | 55% | 1D6 + 1D4 + 1 | 47% | 10 |
| Buckler | 7 | 12% | 2D4 | 49% | 8 |

Dodge: 45%

SPIRIT MAGIC (43%): Bladesharp 2, Countermagic 1, Disrupt, Heal 1

Bodyguard Two

STR 16 Move: 3
CON 12 Hit Points: 14
SIZ 16 Fatigue Points: 28 - 2 = 26
INT 10 Magic Points: 10
POW 10 DEX SR: 3
DEX 10
APP 10

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 0/5 |
| L Leg | 05-08 | 04-06 | 0/5 |
| Abdomen | 09-11 | 07-10 | 0/5 |
| Chest | 12 | 11-15 | 0/6 |
| R Arm | 13-15 | 16-17 | 0/4 |
| L Arm | 16-18 | 18-19 | 0/4 |
| Head | 19-20 | 20 | 0/5 |

| weapon | SR | attack | damage | parry | pts |
|-------------|----|--------|---------------|-------|-----|
| Broadsword | 6 | 60% | 1D8 + 1D4 + 1 | 43% | 10 |
| Main Gauche | 7 | 29% | 2D4 + 2 | 57% | 10 |

Dodge: 39%

SPIRIT MAGIC (48%): Heal 1

Preparation

The next day, news quickly spreads that two dead Stilletos were found near where the adventurers spoke with Tongsap. If they go to see the corpses, they will have no trouble at all in recognizing them as the two who accompanied Tongsap. Their wounds were made by the same sort of weapons as are normally borne by the player-characters. One woman looking at the bodies exclaims, "Why, I know him! I didn't know he was a Stiletto. He must only have joined up with Hamar a few days ago." Eventually, someone official shows up and shoos off the children, and carts off the bodies for paupers' burial.

When the adventurers return to their room, a note lies shoved under the door. It reads, "just a little something to prove our story of a fight. I'm looking forward to our meeting next week."

The adventurers should be able to figure out that the bravos were killed by Tongsap or his friends to make any story about a Stiletto/adventurer feud realistic. The adventurers should exploit this. The city guard certainly won't search hard for the murderers.

The players should spend the next few minutes talking over plans to assassinate Nakajian. When they have agreed upon a plan, proceed to the meeting with Tongsap.

The Second Meeting

Next week at sundown, Tongsap is waiting at the rendezvous. Four new bravos are with him along with a short, shrivelled fellow in black robes, with a veil over the lower part of his face. Tongsap introduces this wizened oldster as "Killer."

If the adventurers ask Tongsap about the fate of his two companions, he just grins. "They weren't really Stilletos, anyway." He then demands to hear the adventurers' plan. While the adventurers speak, "Killer" listens intently, whispering comments into Tongsap's ear.

Unless the adventurers' plan is to hide in an upstairs room near Dragonwalk and shoot the Prince with a missile weapon, "Killer" vetoes it. He doesn't come up with cogent objections — he just rejects unsatisfactory plans out of hand. If the adventurers' plan resembles "Killer's" ideal, he approves it, then makes whatever suggestions are needed to transform the adventurer plan into his own.

The adventurers and "Killer" can discuss their ideas through Tongsap for some time. Still, the final result is that Tongsap refuses to pay the adventurers unless they follow "Killer's" advice. With some verbal armtwisting, and the carrot of the big assassination fee, Tongsap should get his way. After they agree, the Stiletto gives the adventurers whatever downpayment was agreed upon. He insists on knowing which building (though not which room) the adventurers will be lurking in, so that Stilletos can avoid that building for the rest of the week, and for several days after the assassination.

"If you hirelings don't agree, the deal's off," claims Tongsap. Actually, he'll wheedle them into agreeing to do things his way, taking as much time as he needs. He may even agree to an increase in the assassination fee.

Tongsap doesn't want it to be too obvious to the adventurers that he has actually made the assassination plans for them. He'll pretend to listen to them attentively, then say something like, "do you think an upstairs room would be best?" When they are finished, Tongsap will provide each adventurer a crossbow to use in the assassination.

Finding a Room

The adventurers may have some trouble getting a room facing Dragonwalk on the appropriate day. They may end up having to rent one at outrageous prices and smuggling their crossbows upstairs. Or, they may simply break into a warehouse or upper story and lurk there all night, waiting for the ceremony.

However they choose their plan, the gamemaster should strive to make it not too difficult.

The adventurer should be encouraged to think about an escape route. No matter how well the assassination goes, they will need to get away to collect their blood money.

The Assassination

On the big day, the adventurers should be hiding in their room

waiting for Nakajian to parade by. When he shows up, they can take their shots. Most of Karo's notables participate in the parade, and one or two of the adventurers may want to take this chance to shoot a hated enemy besides Nakajian.

The Prince is riding a royally-caparisoned horse down the middle of the street. Just behind him are his personal guards. The city priests and a bevy of acolytes stalk behind. Crowds fill the sides of the street, held back by a thin line of Royal Guards and city garrison troops. No Stilletos are visible.

If the adventurers are on the first floor of a building, they cannot even see the Prince. The press of the crowd is too thick, and people have taken to standing on crates or each others' shoulders, completely eliminating any view from the rear. If the adventurers are on the second floor or higher, they have a good shot.

Everything is ready. No one seems to be looking in the adventurers' direction. Fire!

Surprise!

All shots at the Prince, except for fumbles (which take their normal disastrous course), hit the Prince's horse. However, any missile striking the horse's forequarters will hit the Prince's leg instead if the Prince fails a Luck roll. Even aimed shots hit the horse in a random location (unless the aimed shot was at the horse already). Even shots that would normally be a miss hit the horse. Something is obviously seriously wrong.

Any spells cast at the Prince must penetrate a 6 point Absorption spell before taking effect. This spell is a standard part of any procession and is cast on the Prince by a priestess of Subere before the ceremony begins.

The Escape

Naturally, a mob of Royal Guards, dozens of city garrison troops, and even a few bystanders rush the house. If the adventurers do not have an escape route planned, they are in trouble.

Anyone remaining in the house is butchered. The angry mob tears the house to fragments of wood, seeking the would-be assassins. Only adventurers that flee immediately can survive.

Adventurers who race down to the first floor **immediately** after loosing their bolts can get out the back door just as the mob storms the front entrance. Anyone who delays and then goes downstairs ends up running right into a mass of blades wielded by angry guards, and is chopped to bits. Anyone foolish enough to climb out a front-facing window dies immediately from the arrows of garrison archers.

Another hope of escape is to drop out a rear upper-story window. Any character failing a Jump roll as he drops to the street takes 1D6 falling damage in a random leg. If this reduces his leg to 0 or fewer hit points, he is doomed unless a friend picks him up and carries him, or he is healed within one melee round. If the friend's STR and CON each exceed the cripple's SIZ, he can carry him without being slowed too much. If his friend tries to heal him magically, and the first round of healing fails to bring the leg to 1 or more hit points, the mob catches up.

The adventurers cannot surrender. Men in both the Royal Guards and the city garrison have been bribed to ensure that no one attempting the life of Prince Nakajian today is captured alive. They will ensure that any adventurer captured is killed on the spot.

So the adventurers flee the building, trying to lose themselves in the back alleys of Karo. The gamemaster should play this part of the adventure by ear. Let them run around the streets of the city for some time. Threaten them by suddenly having the mob appear in front of them and forcing them to go down a side street. (Remember that after the assassination, *anyone* toting crossbow around are automatically suspected of doing the job.) The players should be nervous and fearful, but there should be no real danger in this part of the escape.

The adventurers finally appear to be losing their pursuers. The hue and cry is dying down behind. The adventurers race down an alley, when a band of Stilletos led by Tongsap suddenly round the corner ahead. If the adventurers immediately ready for a fight, they will be prepared when the Stilletos spot them, hiss, "kill them," and attack. If the adventurer's initial reaction is relief, they may

be caught by surprise by the Stilletos' vicious assault.

At least one Stiletto per adventurer should be present, possibly more. This fight is no pushover. The adventurers cannot call for aid, for fear of bringing the mob upon the scene. The Stilletos also won't call out. If the Stilletos' number is reduced to half the number of remaining adventurers, they will begin to yell for help. Three melee rounds later, the city garrison arrives to kill any remaining adventurers.

Tongsap, who hired the player-characters, leads the attack. His statistics are given earlier. "Killer" is nowhere in sight. Six other sample Stilletos are given below.

Stiletto One

STR 11 Move: 3
CON 13 Hit Points: 13
SIZ 12 Fatigue Points: 24 - 7 = 17
INT 14 Magic Points: 8
POW 8 DEX SR: 3
DEX 11
APP 10

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 2/5 |
| L Leg | 05-08 | 04-06 | 2/5 |
| Abdomen | 09-11 | 07-10 | 2/5 |
| Chest | 12 | 11-15 | 2/6 |
| R Arm | 13-15 | 16-17 | 2/4 |
| L Arm | 16-18 | 18-19 | 2/4 |
| Head | 19-20 | 20 | 2/5 |

| weapon | SR | attack | damage | parry | pts |
|------------|----|--------|---------|-------|-----|
| Broadsword | 7 | 75% | 1D8 + 1 | 54% | 10 |
| Buckler | 8 | 38% | 1D4 | 89% | 8 |

Dodge: 37%

NOTE: his buckler is fitted with a long spike in the front, enabling it to act as a sword-breaker and catch or break a foe's weapon.

SPIRIT MAGIC (33%): Heal 1, Repair 2

ARMOR: a complete suit of grey leather.

Stiletto Two

STR 13 Move: 3
CON 13 Hit Points: 13
SIZ 13 Fatigue Points: 26 - 3 = 23
INT 9 Magic Points: 12
POW 12 DEX SR: 1
DEX 20
APP 15

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 0/5 |
| L Leg | 05-08 | 04-06 | 0/5 |
| Abdomen | 09-11 | 07-10 | 0/5 |
| Chest | 12 | 11-15 | 0/6 |
| R Arm | 13-15 | 16-17 | 0/4 |
| L Arm | 16-18 | 18-19 | 0/4 |
| Head | 19-20 | 20 | 0/5 |

| weapon | SR | attack | damage | parry | pts |
|---------------|-------|--------|----------------|-------|-----|
| Bastard Sword | 5 | 70% | 1D10 + 1D4 + 1 | 48% | 12 |
| Main Gauche | 6 | 38% | 2D4 + 2 | 50% | 10 |
| Thrown Dagger | 1/4/7 | 82% | 1D4 + D2 | - | - |

Dodge: 87%

SPIRIT MAGIC (57%): Disrupt, Firearrow (2), Heal 6

NOTES: carries 4 throwing daggers. Usual procedure is to cast Firearrow on a dagger, then throw it.

Stiletto Three

STR 16 Move: 3
CON 14 Hit Points: 16
SIZ 17 Fatigue Points: 30 - 12 = 18
INT 13 Magic Points: 14
POW 14 DEX SR: 4
DEX 6
APP 5

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 3/5 |
| L Leg | 05-08 | 04-06 | 3/5 |
| Abdomen | 09-11 | 07-10 | 3/5 |
| Chest | 12 | 11-15 | 3/6 |
| R Arm | 13-15 | 16-17 | 3/4 |
| L Arm | 16-18 | 18-19 | 3/4 |
| Head | 19-20 | 20 | 3/5 |

| weapon | SR | attack | damage | parry | pts |
|----------|----|--------|----------------|-------|-----|
| War Maul | 6 | 65% | 1D10 + 1D6 + 2 | 61% | 12 |
| Dagger | 8 | 52% | 1D6 + 1D4 + 2 | 39% | 6 |

NOTES: the "War Maul" used by this fellow is really just a great big club, with heavy bulbous rivets driven through its thicker end.

SPIRIT MAGIC (58%): Bludgeon 4, Disrupt, Heal 1, Protection 3

ARMOR: this character wears heavy leather over his entire body, plus heavy (1 point) cloth muffling that.

Stiletto Four

STR 13 Move: 3
CON 14 Hit Points: 13
SIZ 12 Fatigue Points: 27 - 8 = 19
INT 10 Magic Points: 13
POW 13 DEX SR: 2
DEX 17
APP 8

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 2/5 |
| L Leg | 05-08 | 04-06 | 2/5 |
| Abdomen | 09-11 | 07-10 | 2/5 |
| Chest | 12 | 11-15 | 2/6 |
| R Arm | 13-15 | 16-17 | 7/4 |
| L Arm | 16-18 | 18-19 | 7/4 |
| Head | 19-20 | 20 | 2/5 |

| weapon | SR | attack | damage | parry | pts |
|--------|----|--------|-----------|-------|-----|
| Fist | 7 | 76% | 1D4 + 1D3 | 52% | 6 |
| Kick | 7 | 56% | 1D6 + 1D4 | - | - |

Dodge: 85%

NOTE: this character knows Martial Arts at 52%. Any Fist Attack which rolls 52 or less does 2D3 + 1D4 damage and any Kick Attack rolling 52 or less does 2D6 + 1D4 damage.

SPIRIT MAGIC (57%): Befuddle (2), Heal 3, Ironhand 2, Shimmer 2

ARMOR: he wears a thick leather suit over most of his body. His arms are protected by heavy splints of metal padded underneath with cotton. This is effectively lamellar armor + 1-point padding.

Stiletto Five

STR 12 Move: 3
CON 15 Hit Points: 14
SIZ 13 Fatigue Points: 27
INT 14 Magic Points: 7
POW 7 DEX SR: 3
DEX 11
APP 16

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 2/5 |
| L Leg | 05-08 | 04-06 | 2/5 |
| Abdomen | 09-11 | 07-10 | 2/5 |
| Chest | 12 | 11-15 | 2/6 |
| R Arm | 13-15 | 16-17 | 2/4 |
| L Arm | 16-18 | 18-19 | 2/4 |
| Head | 19-20 | 20 | 2/5 |

| weapon | SR | attack | damage | parry | pts |
|---------|----|--------|---------------|-------|-----|
| Gladius | 7 | 52% | 1D6 + 1D4 + 1 | 46% | 10 |
| Buckler | 8 | 11% | 2D4 | 43% | 8 |

SPIRIT MAGIC: Bladesharp 3, Heal 1, Protection 3

ARMOR: leather body suit

Stiletto Six

STR 14 Move: 3

CON 13 Hit Points: 12

SIZ 11 Fatigue Points: 23 - 10 = 13

INT 12 Magic Points: 17

POW 17 DEX SR: 3

DEX 12

APP 8

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 3/4 |
| L Leg | 05-08 | 04-06 | 3/4 |
| Abdomen | 09-11 | 07-10 | 5/4 |
| Chest | 12 | 11-15 | 5/5 |
| R Arm | 13-15 | 16-17 | 3/3 |
| L Arm | 16-18 | 18-19 | 3/3 |
| Head | 19-20 | 20 | 3/4 |

| weapon | SR | attack | damage | parry | pts |
|------------|----|--------|---------------|-------|-----|
| RH Gladius | 6 | 64% | 1D6 + 1D4 + 1 | 81% | 10 |
| LH Whip | 3 | 91% | 1D4 + 1D2 | — | 6 |

SPIRIT MAGIC (75%): Bladesharp 2, Bludgeon 5, Demoralize (2), Heal 2, Protection 1

NOTES: he lashes at lightly-armored foes from behind his friends, using the Bludgeon spell on his whip for greatest effect. He may attempt to snatch weapons out of the hands of more heavily-armored enemies. When he catches an enemy's limb and immobilizes him, his fellow Stilletos are trained to quickly eliminate the trapped foe.

ARMOR: wears heavy leather with thick linen underneath on limbs and scalp. On body, he wears studded leather — the equivalent of bezaunted armor.

The Hideout

The adventurers should now realize that everyone is out to kill them, though they might not know why. Since the Stilletos know where the adventurers live (remember the note shoved under their door?), it would be wise not to remain there long. Still, the adventurers doubtless have money or goods stashed there which they'll need.

The adventurers now need to make plans and conjecture as to what has gone wrong. To save time, they may want to do this while running to a new hideout.

The adventurers need to hide. Their best bet is either with a close friend, or in the Bluestreets. Anywhere else, they would stick out like a sore thumb.

They should not have too much trouble finding a hideout, even if it is nothing but an abandoned building. Once they have settled down, they can discuss their new options.

The Choices

Kill Hamar

The adventurers need to escape the murderous Stilletos. Killing Hamar may appear to be an obvious solution.

On the other hand, this would cause the Stilletos to seek the adventurers even more enthusiastically than they are currently doing. Also, Hamar is nearly impossible to get to and kill in his guarded mansion.

Killing Hamar is the worst choice. If the adventurers choose to try, they should fail. Hamar hasn't survived for years in Karo by making himself an easy mark for gangs of disgruntled ne'er-do-wells.

Leaving Town

Hamar's arm doesn't extend far outside Karo. If the adventurers manage to get out of town unseen, they might be safe.

However, the city garrison, the Royal Guards, and hidden spies watch the roads. The adventurers are certain to be recognized as they leave, even if they are disguised. Everyone leaving is closely inspected and the adventurers are unlikely to succeed in getting away without being accosted.

The gamemaster must impress upon the adventurers the fact that they are unlikely to get outside the city without being recognized. The adventurers should take the hint and return to their hideout. If they don't, they are stupid enough to deserve whatever fate the gamemaster sees fit to inflict upon them. Basically, any member of the party trying to leave the city is recognized and fingered by one of Tongsap's minions and guards come running immediately. The adventurers may not recognize these stool pigeons — they watched the adventurers in secret (under Tongsap's orders) while the assassination plans were being made.

Going To Ground

Hiding out in town is the best bet. Among other advantages, the adventurers have the best chance of finding out who their enemies are and eliminating them.

The Wizard

A wizard named Corsabrin is trying to find and eliminate the adventurers now that they have escaped their initial danger.

On the third night after their escape, while the adventurers sleep quietly in their hideout, the wizard's sendings fall upon the building. If the adventurers are hiding somewhere besides a tavern, adjust the building being attacked appropriately.

If the adventurers are in an inn, the first sign that something is amiss are the muffled tearings and stifled shrieks from downstairs, where the servants and innkeeper sleep. Any adventurer that succeeds in a Listen roll will wake up, though without knowing what woke him. Once awake, a moment or two of hearkening reveals the grisly sounds from below.

If none of the adventurers succeed in a Listen, or if they are alone in the building, they are surprised in their rooms by the attacking monsters.

The adventurers are likely to think that the turmoil below is being caused by Stilletos seeking them out. They should not find out otherwise until they either rush downstairs to confront their foes, or climb through the windows and get followed out of the house by the wizard's sendings.

In any case, the adventurers will be forced to fight the wizard's horrors: ghouls. The ghouls won't give themselves away with their ghastly howling until the adventurers have been sighted, when they will begin to howl mightily. The number of ghouls appearing is up to the gamemaster, but there should probably be about the same number as there are player-characters. By the time the adventurers get downstairs, the entire inn's household has been slaughtered, and the ghouls are dripping with their gore.

This fight is likely to take place in the confined conditions of the inn's downstairs, running about through the inn's rooms and kitchen. The kitchen fireplace might be used to good effect, perhaps by using Knockback to shove a foe into its maw. The fight should be a running battle. If at any point it seems to be stagnating, have one of the ghouls slip out a window and come in behind the adventurers. If the adventurers cut and run, the ghouls will run them down outside. The ghouls should force the fight to occur before the adventurers have had a chance to don their armor completely, though not before the adventurers have at least gotten weapons in hand.

The ghouls' greatest flaw is their stupidity, though this defect is slightly counteracted by their cunning. The ghouls do not fear combat, and will fight to the death. The RuneQuest Creatures book, page 21, should be referred to for the full powers of ghouls.

No one from any of the neighboring houses, hearing the ghastly howls and sounds of battle, dares to lift a finger to help the party. They will hide quivering, hoping that the monsters will soon finish their task and leave.

Ghoul One

STR 14 Move: 3
CON 10 Hit Points: 12
SIZ 13 Fatigue Points: 24 - 7 = 17
INT 10 Magic Points: 17
DEX 10 DEX SR: 3

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 2/4 |
| L Leg | 05-08 | 04-06 | 2/4 |
| Abdomen | 09-11 | 07-10 | 2/4 |
| Chest | 12 | 11-15 | 2/5 |
| R Arm | 13-15 | 16-17 | 2/3 |
| L Arm | 16-18 | 18-19 | 2/3 |
| Head | 19-20 | 20 | 2/4 |

| weapon | SR | attack | damage | parry | pts |
|----------|----|--------|---------------|-------|-----|
| Howl | 3 | auto | Demoralize | - | - |
| Wood Axe | 7 | 47% | 1D8 + 1D4 + 2 | 48% | 7 |
| Bite | 10 | 50% | 1D6 + 1D4* | - | - |

*plus poison POT 10

Dodge: 35%

SKILLS: Search 72%

NOTES: each round, this ghoule attacks on SR 3 by howling, then on SR 7 it swings a rusty axe, then finally, on SR 10, it delivers a poisoned bite.

ARMOR: this ghoule wears filthy begrimed leather over its putrid hide.

Ghoul Two

STR 16 Move: 3
CON 8 Hit Points: 10
SIZ 12 Fatigue Points: 24 - 9 = 15
INT 10 Magic Points: 22
DEX 10 DEX SR: 4

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 2/4 |
| L Leg | 05-08 | 04-06 | 2/4 |
| Abdomen | 09-11 | 07-10 | 2/4 |
| Chest | 12 | 11-15 | 2/5 |
| R Arm | 13-15 | 16-17 | 2/3 |
| L Arm | 16-18 | 18-19 | 2/3 |
| Head | 19-20 | 20 | 2/4 |

| weapon | SR | attack | damage | parry | pts |
|--------|----|--------|---------------|-------|-----|
| Howl | 4 | Auto | Demoralize | - | - |
| Shovel | 8 | 59% | 1D6 + aD4 + 2 | 45% | 5 |
| Bite | 10 | 69% | 1D6 + 1D4* | - | - |

*plus poison POT 8

Dodge: 56%

SKILLS: Search 76%

NOTES: this ghoule attacks on SR 4 with its howl, on SR 8 with a shovel, then bites on SR 10.

ARMOR: this ghoule also wears horribly filthy leather armor.

Ghoul Three

STR 20 Move: 3
CON 15 Hit Points: 16
SIZ 16 Fatigue Points: 35
INT 8 Magic Points: 19
DEX 13 DEX SR: 3

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 0/5 |
| L Leg | 05-08 | 04-06 | 0/5 |
| Abdomen | 09-11 | 07-10 | 0/5 |
| Chest | 12 | 11-15 | 0/6 |
| R Arm | 13-15 | 16-17 | 0/4 |
| L Arm | 16-18 | 18-19 | 0/4 |
| Head | 19-20 | 20 | 0/5 |

| weapon | SR | attack | damage | parry | pts |
|--------|----|--------|------------|-------|-----|
| Howl | 3 | Auto | Demoralize | - | - |
| Claws | 7 | 50% | 2D6 | - | - |
| Bite | 7 | 46% | 2D6* | - | - |

*plus poison POT 15

Dodge: 58%

SKILLS: Search 75%

NOTES: this ghoule relies on her natural weapons. She howls on SR 3 and then, on SR 7, attacks thrice simultaneously - two claws and a bite.

Ghoul Four

STR 12 Move: 3
CON 11 Hit Points: 13
SIZ 14 Fatigue Points: 23 - 7 = 16
INT 13 Magic Points: 15
DEX 10 DEX SR: 3

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 2/5 |
| L Leg | 05-08 | 04-06 | 2/5 |
| Abdomen | 09-11 | 07-10 | 2/5 |
| Chest | 12 | 11-15 | 2/6 |
| R Arm | 13-15 | 16-17 | 2/4 |
| L Arm | 16-18 | 18-19 | 2/4 |
| Head | 19-20 | 20 | 2/5 |

| weapon | SR | attack | damage | parry | pts |
|--------|----|--------|------------|-------|-----|
| Howl | 3 | Auto | Demoralize | - | - |
| Scythe | 6 | 89% | 2D6 + 1D4 | 43% | 6 |
| Bite | 9 | 55% | 1D6 + 1D4* | - | - |

*plus poison POT 11

Dodge: 43%

SKILLS: Search 55%

NOTE: each round, this ghoule howls on SR 3, swings its battered scythe on SR 6, then bites on SR 9.

ARMOR: it wears thick and ragged bands of cloth over its loathsome limbs.

Ghoul Five

STR 15 Move: 3
CON 15 Hit Points: 12
SIZ 9 Fatigue Points: 30 - 13 = 17
INT 5 Magic Points: 18
DEX 16 DEX SR: 2

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 5/4 |
| L Leg | 05-08 | 04-06 | 5/4 |
| Abdomen | 09-11 | 07-10 | 5/4 |

18 HEROES

| | | | |
|-------|-------|-------|-----|
| Chest | 12 | 11-15 | 5/5 |
| R Arm | 13-15 | 16-17 | 5/3 |
| L Arm | 16-18 | 18-19 | 5/3 |
| Head | 19-20 | 20 | 5/4 |

| weapon | SR | attack | damage | parry | pts |
|-----------|----|--------|------------|-------|-----|
| Howl | 2 | Auto | Demoralize | — | — |
| Work Maul | 7 | 65% | 2D6+2 | 65% | 12 |
| Bite | 10 | 34% | 1D6* | — | — |

*plus poison POT 15

SKILLS: Search 70%

NOTES: it howls on SR 2, bashes with its work maul (a sledgehammer) on SR 7, then bites on SR 10.

ARMOR: rusty and rotted bezainted armor with cotton padding.

Ghoul Six

| | |
|--------|-------------------------|
| STR 10 | Move: 3 |
| CON 12 | Hit Points: 14 |
| SIZ 16 | Fatigue Points: 22-5=17 |
| INT 16 | Magic Points: 18 |
| DEX 10 | DEX SR: 3 |

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 1/5 |
| L Leg | 05-08 | 04-06 | 1/5 |
| Abdomen | 09-11 | 07-10 | 1/5 |
| Chest | 12 | 11-15 | 1/6 |
| R Arm | 13-15 | 16-17 | 1/4 |
| L Arm | 16-18 | 18-19 | 1/4 |
| Head | 19-20 | 20 | 1/5 |

| weapon | SR | attack | damage | parry | pts |
|--------|----|--------|------------|-------|-----|
| Howl | 3 | Auto | Demoralize | — | — |
| Spade | 6 | 80% | 1D6+1D4+2 | 56% | 8 |
| Bite | 9 | 82% | 1D6+1D4* | — | — |

*plus poison POT 12

Dodge: 60%

SKILLS: Search 67%

NOTES: howls on SR 3, hits with spade on SR 6, then bites on SR 9.

ARMOR: wears oilcloth as armor.

Aftermath

If the adventurers survive this attack, Corsabrin will try again about three days later. This second attack is not a repeat of the first. While the adventurers rest, perhaps keeping a watch, their hideout is suddenly set aflame. If the adventurers stay indoors, they will burn and die within the house. If they flee, they are met by fire-breathing hellhounds who have surrounded the building. In whatever direction the adventurers flee, they will meet a third of the pack. In three melee rounds, the rest of the pack comes galloping up to the attack.

The hideout burns slowly enough that even the dullest adventurer has plenty of time to get on all his armor and even pack a bit of money with him before leaving. If the adventurers try to snipe at the dogs from windows, the dogs protect themselves by moving outside the circle of light cast by the flames. They refrain from breathing fire so that there is no way to direct shots at them in the dark. They have no POW, so they do not glow to Second Sight.

There should be more hellhounds than there are adventurers, but this advantage is slightly offset by the fact that the player-characters initially fight just a third of the pack. Darkness won't hinder the adventurers in melee, as the hounds will breathe fire as they rush into the light.

The hounds are litter-mates, identical in appearance, and all hor-

rible. At close range, it is impossible to mistake one for a normal dog. They emit a foul stink, are nearly as big as ponies, are stiff-furred and have great round eyes as bulbous as those of a toad.

| | |
|--------|--------------------|
| STR 19 | Move: 12 |
| CON 19 | Hit Points: 21 |
| SIZ 22 | Fatigue Points: 38 |
| INT 9 | Magic Points: 30 |
| DEX 17 | DEX SR: 2 |

| weapon | SR | attack | damage |
|-------------|----|--------|-----------------|
| Bite | 5 | 60% | 1D10+2D6 |
| Fire Breath | 2 | 90% | 1D6+fire damage |

NOTE: each round, the hellhound may either breathe fire or bite.

FLAMES: a character struck by a hellhound's flames receives his armor's protection on the first round. On the second consecutive round, that location is bathed in fire, armor heats up and does not protect against fire damage.

Since the dog must hit the same location twice running to penetrate the armor effectively, these demons generally used aimed blows with their flame emission on the second and subsequent rounds — this delays the SR to 10 and cuts chances of hitting to 45%, but ensures that, if a hit does ensue, the victim takes 1D6 damage sans armor protection.

At the hound's option, it can increase the damage done by its flames by expending its own magic points. For each magic point expended, the flame's damage is increased by 1 point. The expenditure of magic points takes no time at all, and is not a spell, but an inherent power of the creature. It is likeliest to do this on the second round it breathes flames on a character.

SOUL-DEVOURING: the hellhound has one final, most sinister, power. If it succeeds in killing a victim, it always pauses for one melee round and devours the soul of its victim, snapping its tusks together in the air. A distant despairing howl, as if from a damned soul, can be heard simultaneously. All the magic points the victim possessed at the time of his death are immediately added to the dog's own magic points.

Only the hellhound that delivered the killing blow can eat the soul — if more than one dog hits the victim simultaneously, roll randomly to see which gets it.

Anyone killed by a hellhound cannot be resurrected by any means until the dog that devoured his soul is slain.

Hellhound One

| | | melee | missile | armor/hit pts |
|----------|--------|-------|---------|---------------|
| Move: 11 | RH Leg | 01-02 | 01-02 | 4/6 |
| HP: 21 | LH Leg | 03-04 | 03-04 | 4/6 |
| FP: 38 | Hind Q | 05-07 | 05-09 | 4/9 |
| MP: 30 | Fore Q | 08-10 | 10-14 | 4/9 |
| | RF Leg | 11-13 | 15-16 | 4/6 |
| | LG Leg | 14-16 | 17-18 | 4/6 |
| | Head | 17-20 | 19-20 | 4/7 |

Hellhound Two

| | | melee | missile | armor/hit pts |
|----------|--------|-------|---------|---------------|
| Move: 11 | RH Leg | 01-02 | 01-02 | 4/6 |
| HP: 21 | LH Leg | 03-04 | 03-04 | 4/6 |
| FP: 38 | Hind Q | 05-07 | 05-09 | 4/9 |
| MP: 30 | Fore Q | 08-10 | 10-14 | 4/9 |
| | RF Leg | 11-13 | 15-16 | 4/6 |
| | LG Leg | 14-16 | 17-18 | 4/6 |
| | Head | 17-20 | 19-20 | 4/7 |

Hellhound Three

| | | melee | missile | armor/hit pts |
|----------|--------|-------|---------|---------------|
| Move: 11 | RH Leg | 01-02 | 01-02 | 4/6 |
| HP: 21 | LH Leg | 03-04 | 03-04 | 4/6 |
| FP: 38 | Hind Q | 05-07 | 05-09 | 4/9 |

A Preview of Gods of Glorantha

Gloranthan Calendar

THE THEYALAN CALENDAR

The Theyalan Calendar begins measuring time at the Dawning, when Yelm rose into the sky. One Gloranthan day equals the time needed for Yelm (the sun) to now traverse the sky from east to west. A night is the time needed for Yelm to traverse the underworld from west to east. Seven days make up one week. Eight weeks (56 days) make up one Season. Five seasons (plus a 14-day interim called Sacred Time) make up one year. Thus a year is 294 days long. The season names are based on the weather patterns of Peloria and Dragon Pass, but they have been generally adopted in most regions of the world.

SEA SEASON: is comparable to spring. This season opens the new year and is a time for planting, birth, and gentle rains.

FIRE SEASON: is a hot, dry period comparable to summer. This is the time of warming, ripening, and growing. It is also the time of war when men are free from the toils of the soil.

EARTH SEASON: is the time of harvest, and the time when animals are slaughtered to prepare for the coming cold.

DARK SEASON: night and ice demons wander about the land bringing snow and storm upon hapless humans. Trolls are their most active during this time, while many elves sleep.

STORM SEASON: is the last season of the year, when life and darkness spirits wage battle. Sometimes the darkness spirits win the battle and the ice, cold, and snow of winter drag on for weeks. Sometimes the spirits of life win and springlike weather comes early, with new shoots and buds. While the battle rages, the weather of this season is violent.

SACRED TIME: a period of rebirth during which many great ceremonies are held to celebrate the coming of spring. Oracles are sought and spells are cast to protect the land. Many nations put aside strife, briefly. All religious persons participate in re-enactments of their creation myths. The massive release of energy during this season is a major factor in rejuvenating the cosmos. Failure to complete these acts results in the seep of chaos into the world.





A dryad springs from the heart of her tree on Flamd's Day, the holiest day of the season for elves.

sea season

| | Freezeday | Waterday | Clayday | Windsday | Fireday | Willday | Godday |
|----------------|-----------|----------|---------|----------|---------|---------|--------|
| Disorder Week | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Harmony Week | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| Death Week | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Fertility Week | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| Stasis Week | 29 | 30 | 31 | 32 | 33 | 34 | 35 |
| Movement Week | 36 | 37 | 38 | 39 | 40 | 41 | 42 |
| Illusion Week | 43 | 44 | 45 | 46 | 47 | 48 | 49 |
| Truth Week | 50 | 51 | 52 | 53 | 54 | 55 | 56 |



A Doraddi chieftan presides over a meeting with tribal elders as they prepare to disperse across the endless Pamaltelan plains for the summer hunting season.

fire season

| | Freezeday | Waterday | Clayday | Windsday | Fireday | Willday | Godday |
|----------------|-----------|----------|---------|----------|---------|---------|--------|
| Disorder Week | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Harmony Week | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| Death Week | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Fertility Week | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| Stasis Week | 29 | 30 | 31 | 32 | 33 | 34 | 35 |
| Movement Week | 36 | 37 | 38 | 39 | 40 | 41 | 42 |
| Illusion Week | 43 | 44 | 45 | 46 | 47 | 48 | 49 |
| Truth Week | 50 | 51 | 52 | 53 | 54 | 55 | 56 |



A diamond dwarf studies his acollipile, a device used underground to mark the passage of time with split-minute accuracy.

earth season

Freezeday

Waterday

Clayday

Windsday

Fireday

Willday

Godday

| | | | | | | |
|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| 29 | 30 | 31 | 32 | 33 | 34 | 35 |
| 36 | 37 | 38 | 39 | 40 | 41 | 42 |
| 43 | 44 | 45 | 46 | 47 | 48 | 49 |
| 50 | 51 | 52 | 53 | 54 | 55 | 56 |

Disorder
Week

Harmony
Week

Death
Week

Fertility
Week

Stasis
Week

Movement
Week

Illusion
Week

Truth
Week



A Kyger Litor priestess gloats over the heads of foes captured this season, when trolls are their most active.

dark season

Freezeday Waterday Clayday Windyday Fireday Willday Godday

| | | | | | | |
|----|----|----|----|----|----|----|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| 29 | 30 | 31 | 32 | 33 | 34 | 35 |
| 36 | 37 | 38 | 39 | 40 | 41 | 42 |
| 43 | 44 | 45 | 46 | 47 | 48 | 49 |
| 50 | 51 | 52 | 53 | 54 | 55 | 56 |

Disorder
Week

Harmony
Week

Death
Week

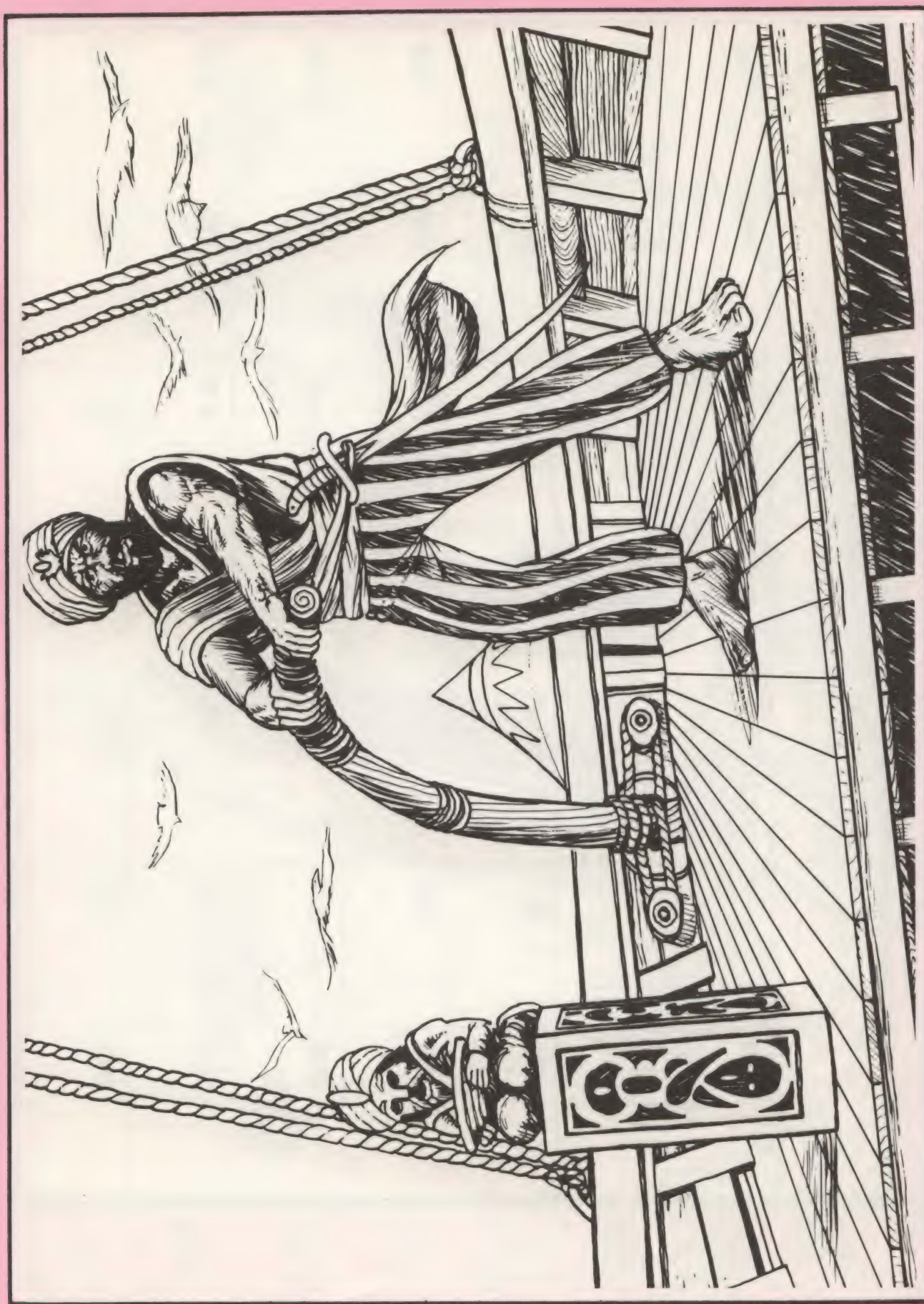
Fertility
Week

Stasis
Week

Movement
Week

Illusion
Week

Truth
Week



A Fonritian ship captain sets sail in Storm season, hoping to reach his trading ports well in advance of his competitors. Storm season is much more calm a time in Pamaltela than it is along the northern continent of Genertela.

storm season

| | Freezeday | Waterday | Clayday | Windsday | Fireday | Wildday | Godday |
|----------------|-----------|----------|---------|----------|---------|---------|--------|
| Disorder Week | 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Harmony Week | 8 | 9 | 10 | 11 | 12 | 13 | 14 |
| Death Week | 15 | 16 | 17 | 18 | 19 | 20 | 21 |
| Fertility Week | 22 | 23 | 24 | 25 | 26 | 27 | 28 |
| Stasis Week | 29 | 30 | 31 | 32 | 33 | 34 | 35 |
| Movement Week | 36 | 37 | 38 | 39 | 40 | 41 | 42 |
| Illusion Week | 43 | 44 | 45 | 46 | 47 | 48 | 49 |
| Truth Week | 50 | 51 | 52 | 53 | 54 | 55 | 56 |

sacred time

| First Week/Day/Hour | 2 | 3 | 4 | 5 | 6 | 7 |
|---------------------|------------------|------------------|------------------|------------------|------------------|------------------|
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Godunya Month | Godunya Month | Godunya Month | Godunya Month | Godunya Month | Godunya Month | Godunya Month |
| 1 | 2 | 3 | 4 | 5 | 6 | 7 |
| Godunya Month | Godunya Month | Godunya Month | Godunya Month | Godunya Month | Godunya Month | Godunya Month |

GLORANTHAN CALENDAR NOTES

Celebration of the High Holy Day for cults marked with • begins at dusk of the indicated day and continues until dawn of the following day.

ANCESTOR CULTS: each Ancestor cult High Holy Day is constant, but the exact day differs for different families. Typically this day commemorates the birth or the death of an important ancestor, or it memorializes a significant event in the family's history.

CITY GODS: there are too many city gods to provide the High Holy Day for each one. Like the holy days for Ancestor cults, this day commemorates an important event in the city's history (typically its founding).

GODUNYA: according to the Kralori calendar, this is the week of Assured Credence, during the Month of Thought.

HORNMAN: this god has no High Holy Day.

HUNTER/HYKIM: there are too many hunter gods to provide High Holy Days for each.

POCHARNGO THE MUTATOR: he once had a High Holy Day, but it changed (and is now lost).

PRIMAL CHAOS: it does not matter which is the High Holy Day.

RIVER GODS: there are too many River gods to provide High Holy Days for each.

THIEF GODS: there are too many Thief gods to provide High Holy Days for each.

TRICKSTER: his High Holy Day is randomly determined by a process unknown to both priests and worshippers.

TSANKITH: according to the Kralori calendar, this is the week of Unpathed Waters, in the Month of Spirit.

ULERIA: that Uleria's High Holy Day does not fall on a Fertility week caused consternation among the God Learners.

A priest of Godunya reviews his congregation. His draconic guards are not dragonewts but humans who have advanced along the Path of Immanent Mastery, and have now assumed the form of dragons.



| | | | | |
|--------|--------|-------|-------|-----|
| MP: 30 | Fore Q | 08-10 | 10-14 | 4/9 |
| | RF Leg | 11-13 | 15-16 | 4/6 |
| | LG Leg | 14-16 | 17-18 | 4/6 |
| | Head | 17-20 | 19-20 | 4/7 |

Hellhound Four

| | | melee | missile | armor/hit pts |
|----------|--------|-------|---------|---------------|
| Move: 11 | RH Leg | 01-02 | 01-02 | 4/6 |
| HP: 21 | LH Leg | 03-04 | 03-04 | 4/6 |
| FP: 38 | Hind Q | 05-07 | 05-09 | 4/9 |
| MP: 30 | Fore Q | 08-10 | 10-14 | 4/9 |
| | RF Leg | 11-13 | 15-16 | 4/6 |
| | LG Leg | 14-16 | 17-18 | 4/6 |
| | Head | 17-20 | 19-20 | 4/7 |

Hellhound Five

| | | melee | missile | armor/hit pts |
|----------|--------|-------|---------|---------------|
| Move: 11 | RH Leg | 01-02 | 01-02 | 4/6 |
| HP: 21 | LH Leg | 03-04 | 03-04 | 4/6 |
| FP: 38 | Hind Q | 05-07 | 05-09 | 4/9 |
| MP: 30 | Fore Q | 08-10 | 10-14 | 4/9 |
| | RF Leg | 11-13 | 15-16 | 4/6 |
| | LG Leg | 14-16 | 17-18 | 4/6 |
| | Head | 17-20 | 19-20 | 4/7 |

Hellhound Six

| | | melee | missile | armor/hit pts |
|----------|--------|-------|---------|---------------|
| Move: 11 | RH Leg | 01-02 | 01-02 | 4/6 |
| HP: 21 | LH Leg | 03-04 | 03-04 | 4/6 |
| FP: 38 | Hind Q | 05-07 | 05-09 | 4/9 |
| MP: 30 | Fore Q | 08-10 | 10-14 | 4/9 |
| | RF Leg | 11-13 | 15-16 | 4/6 |
| | LG Leg | 14-16 | 17-18 | 4/6 |
| | Head | 17-20 | 19-20 | 4/7 |

Hellhound Seven

| | | melee | missile | armor/hit pts |
|----------|--------|-------|---------|---------------|
| Move: 11 | RH Leg | 01-02 | 01-02 | 4/6 |
| HP: 21 | LH Leg | 03-04 | 03-04 | 4/6 |
| FP: 38 | Hind Q | 05-07 | 05-09 | 4/9 |
| MP: 30 | Fore Q | 08-10 | 10-14 | 4/9 |
| | RF Leg | 11-13 | 15-16 | 4/6 |
| | LG Leg | 14-16 | 17-18 | 4/6 |
| | Head | 17-20 | 19-20 | 4/7 |

Hellhound Eight

| | | melee | missile | armor/hit pts |
|----------|--------|-------|---------|---------------|
| Move: 11 | RH Leg | 01-02 | 01-02 | 4/6 |
| HP: 21 | LH Leg | 03-04 | 03-04 | 4/6 |
| FP: 38 | Hind Q | 05-07 | 05-09 | 4/9 |
| MP: 30 | Fore Q | 08-10 | 10-14 | 4/9 |
| | RF Leg | 11-13 | 15-16 | 4/6 |
| | LG Leg | 14-16 | 17-18 | 4/6 |
| | Head | 17-20 | 19-20 | 4/7 |

Hellhound Nine

| | | melee | missile | armor/hit pts |
|----------|--------|-------|---------|---------------|
| Move: 11 | RH Leg | 01-02 | 01-02 | 4/6 |
| HP: 21 | LH Leg | 03-04 | 03-04 | 4/6 |
| FP: 38 | Hind Q | 05-07 | 05-09 | 4/9 |
| MP: 30 | Fore Q | 08-10 | 10-14 | 4/9 |
| | RF Leg | 11-13 | 15-16 | 4/6 |
| | LG Leg | 14-16 | 17-18 | 4/6 |
| | Head | 17-20 | 19-20 | 4/7 |

Visiting Hamar

Obviously, the adventurers cannot go on living like this, being attacked at irregular intervals by otherworldly horrors sent by an unknown foe. It is time to fight back. If the adventurers stubbornly keep trying to hide, the gamemaster should keep sending monsters against them until they decide to take direct action.

Give the adventurers a chance to confer and decide their next step. The adventurers are obviously being hunted down by someone of supernatural power. This unknown enemy cannot possibly be Hamar, because it would be cheaper and easier for Hamar to send ordinary assassins against the adventurers. If the adventurers sit and think about it, they may also realize that Hamar is unlikely to have wasted his Stilletos in a frontal attack on the adventurers, as happened just after the failed assassination. (Why just simply tell the city guards where the building was, and just let them handle it?)

The adventurers should be able to come to the conclusion that, in fact, Tongsap may not have been working under Hamar's orders, and that Hamar is as much an enemy of this supernatural person as they are. Maybe the adventurers should contact Hamar and get some of the truth.

The gamemaster needs to encourage the adventurers to visit Hamar. Obviously, the adventurers are completely in the dark. Perhaps Hamar can enlighten them. Since at least one of Hamar's Stilletos (Tongsap) has been working for the enemy, it is best to talk to Hamar himself, not to intermediaries. Therefore, the adventurers must go to Hamar's mansion and request an audience.

Hamar's Place

When the adventurers come up to the wall of Hamar's enclave, they are stopped by heavily-armed Stilletos. They are not permitted in unless they mention the recent assassination attempt, Tongsap, "Killer" or something similar. If they do, an overwhelming force of Stilletos pours out of the mansion, surrounds the adventurers, and escorts them inside. If the adventurers try to fight, they are killed or overpowered and dragged inside. If they try to flee, they are run down by mounted Stilletos.

Unsurprisingly, Hamar does not see the adventurers directly. But neither do his Stilletos immediately kill the adventurers once they are inside. They are led instead to an interior room. They are not disarmed (except for those who fought back at the gate). Hamar stands behind a screen (where he is safe from visually-targeted spells and missiles) and at least two Stilletos per adventurer stand in the room as guards.

Hamar leads the conversation by asking staccato questions of each party member in turn, starting with the stupidest-looking member. If an adventurer answers for someone else, or speaks out of turn, he becomes angry and threatens them all with death or worse. He answers none of the adventurers' questions.

"Where and when and how many times did Tongsap contact you?" (The first contact was at the Shady Lady tavern, the second at a prearranged meeting place. He only met the adventurers twice.)

"Who went with him the first time? Was it the two fellows found dead the next day?" (The answer to this is "Yes." Hamar is almost certain that the two Stilletos found killed were the ones that had gone with Tongsap — if the adventurers say anything but "Yes" he reviles them as liars and threatens them again.)

"Who went with Tongsap on the second trip?" (The answer is "Killer" and four Stilletos.) One of the four Stilletos is standing in the room as a guard, and any player-character succeeding in an INTx3 roll realizes this. If he points out the culprit, things start happening. Hamar barks out, "Take him!" The accused Stiletto draws his sword and attacks the nearest fellow Stiletto, trying to cut his way to the door and outside. And, after a moment of hesitation, the other Stilletos in the room swarm over the accused individual and capture him alive, though wounded. The captured Stiletto will be taken out of the room for torture, questioning, and eventual death as a traitor. If the adventurers desire, they can leave the room during the turmoil, though to escape the mansion they must still get through the outside grounds.)

"Describe the four Stilletos who went with Tongsap. I'll know if you are lying." (If the adventurers did not point out the traitor



standing as a guard on the previous question, they get another chance, with the same results ensuing. If they did point him out, Hamar still asks this question, so that he can purge his ranks of the other three.)

"Why didn't you kill Nakajian? Why did you only shoot his horse?" (This is probably as mystifying to the adventurers as to Hamar.)

"Where is Corsabrin?" ("Who?" ask the adventurers. Hamar threatens and rages when the adventurers "refuse" to give Corsabrin's location. Eventually, he realizes that the adventurers don't know who Corsabrin is, and he settles down.)

What Hamar Knows

Hamar doesn't know what's going on either, though he smells a rat. Tongsap was one of his Stilletos, and has worked for him for about 5 years. Hamar first realized something was wrong when two Stilletos turned up dead. (The two bravos that accompanied Tongsap to the first meeting with the adventurers.)

Hamar knows Tongsap is a traitor, but not why. He knows that Tongsap wasn't alone in his treachery. When the adventurers describe the men who came with Tongsap to the second meeting, he recognizes the bravos as four of his Stilletos. He recognizes the adventurers' description of "Killer" as Corsabrin, a new sorcerer that recently moved into Karo and who has, as yet, done nothing but seemingly study the situation.

On the day of the Prince's attempted assassination, Tongsap took a whole gang of Stilletos downtown and tried to kill the adventurers. The Stilletos that accompanied Tongsap were told that this was done under Hamar's orders. If Tongsap was not killed in the ambush, he has gone into hiding and has not been seen by Hamar since. Hamar is not sure why Tongsap tried to kill the adventurers, but thinks that Tongsap and Corsabrin planned somehow to put the blame for the Prince's assassination on the Stilletos after killing the adventurers. Presumably it was some magic of Corsabrin's that saved the Prince from the arrows of the adventurers.

Hamar is not sure what went wrong at the assassination, nor does he know why Corsabrin is out to get him. He believes that Corsabrin arranged with Tongsap to make Hamar the fall guy for the attempted assassination of Prince Nakajian. Presumably, Corsabrin is still trying to saddle Hamar with this crime and the adventurers are obviously a key link in Corsabrin's plan.

The safest thing for Hamar to do seems to be to eliminate the adventurers.

Hamar's Threat

When Hamar is finished with his questions, he says to his Stilletos, "Kill them." The Stilletos instantly advance, swords drawn. Things look bad. If the adventurers draw their own weapons and fight, play out the battle. The adventurers will probably get killed. But if they kill or incapacitate the Stilletos present and flee the compound, they can get away. They cannot get to Hamar — he'll leave via a hidden door the instant the fight turns sour for his side.

If the adventurers protest loudly, Hamar says, "Wait. Don't kill them yet." Then he speaks to the adventurers. "You have five minutes to explain why I should not have you killed."

To add to the suspense, the gamemaster should take out a watch and time the adventurers. If an adventurer tries to use Orate or Fast Talk on Hamar, he cuts him short, saying "Don't try fancy talk on me. And don't waste time. Talk straight." Essentially, the players must convince you, the gamemaster, not to have them killed. Let them sweat.

If they mention that they have been attacked by ghouls and hellhounds, or that their life is threatened by Corsabrin, Hamar says, "You are all live men again. Tell me your story." He then listens to the tale of the adventurers' woes. Hamar now realizes that Corsabrin himself is trying to kill the adventurers. If only for that reason, Hamar feels it is wise to let them live. (After all, Corsabrin can still waste time on the adventurers while Hamar makes plans of his own.)

Hamar then tells the adventurers what he knows. (This information is given above.) The adventurers should confer with Hamar for awhile to make plans.

What Has Really Happened

The adventurers are the pawns of another's plotting. Corsabrin the sorcerer, a newcomer who is more than a little mad, has decided to replace Hamar as king of the underworld.

To this end, he arranged the fake assassination, with the adventurers as dupes. He joined forces with Tongsap, an ambitious Stiletto high in Hamar's favor. A stable hand was bribed to allow Corsabrin to enchant Prince Nakajian's horse so that it would attract all missiles passing close to it. Thus, all the adventurers' quarrels struck the horse, and the Prince was saved from serious harm. Corsabrin does not want to see Nakajian killed, because that would lead to too much turmoil, possibly even civil conflict, and Corsabrin's subtle type of crime would not be profitable.

At the same time, through a third party, he paid several members of the city garrison and Royal Guard to ensure the death of any would-be assassins captured. This was done so that the Prince's men would not capture an adventurer and find out anything from them. If a player-character is captured alive by mischance, one of the bribed guards would arrange for a prison poisoning or death "while trying to escape."

Right after the bungled assassination attempt, Tongsap and his duped Stilletos were supposed to kill the adventurers to become the heroes of the day. Presumably their rapid seeking of vengeance on the Prince's behalf would have been rewarded by a legitimizing of the Stilletos.

A few days after this, Tongsap would "reveal" the fact that Hamar's Stilletos actually planned the assassination to gain legitimacy. This would not be hard to claim, as there are numerous witnesses to Tongsap's dealings with the adventurers. Tongsap would admit to helping in the crime under Hamar's orders, intending to foil the crime and throw himself on the Prince's mercy. (If the Prince tried to execute Tongsap anyway, Corsabrin would attempt to spirit him out of prison with magic or summoned monsters.) This whole time, Corsabrin would remain hidden and out of sight.

The revelation of Hamar's "treachery" would doubtless lead to a vicious purge of Hamar and all the Stilletos. In the ensuing underworld crisis, Corsabrin planned to step in and fill the power vacuum.

Corsabrin knows that other opportunists would try to move in after Hamar's downfall. That is why allows for a brief moment of triumph for Hamar. Corsabrin figures that Hamar's competitors would be hiding during Hamar's period of glory, and that they will be unprepared for the collapse.

Corsabrin is insane. His plan, though diabolic, is grandiose and complex. Too many things can go wrong for the plan to work. It didn't. He did not kill all the adventurers, and Tongsap is probably dead. No one knows who tried to kill Nakajian, and no one is likely to find out.

Corsabrin has evolved a new plan, though it is still cumbersome. He plans to kill the adventurers and take their corpses to the Prince. He will betray his trained stoolies (all of whom dealt only with Tongsap and are unaware of Corsabrin's part in the plan) to the Prince, and they will identify the bodies as the fellows hired by Tongsap to kill the Prince. Presumably, the Prince would be outraged by "Hamar's" attempt to assassinate him, and Corsabrin could still proceed with his plan. To make up for the fact that Hamar's rivals will not be taken by surprise, Corsabrin would have the Prince's support and gratitude for catching the would-be assassins.

Corsabrin needs to kill all of the adventurers to ensure his safety and don't tell anyone of "Killer's" involvement in the assassination. Corsabrin is not well-known, but Prince Nakajian, like Hamar, would recognize the reclusive sorcerer from a description of "Killer."

Corsabrin is nearly out of money. He cannot hire trained assassins. But he can resort to magic, and he has done so, seeking out the adventurers' hiding place with his Sight Projection spell and then summoning hellhounds and a pack of ghouls to kill them. The story of the magical monsters has, of course, spread all over town, though no one has yet connected them with the failed assassination on Nakajian.

Things are going badly wrong for Corsabrin. Hamar knows that Corsabrin is behind the plots against him, and he can figure out that Corsabrin sent the monsters against the adventurers to kill them. Corsabrin's plot is coming apart at the seams and he realizes

this, though he is too egotistical to admit that it is his own fault that he is in deadly danger.

The Final Act

It should be apparent to the adventurers that Corsabrin must be eliminated. His death would relieve Hamar of a serious, if insane, enemy. Also, once Corsabrin is dead, Hamar will have no good reason to kill the adventurers. And that is security in the city of Karo.

Hamar will keep the adventurers with him at his mansion, for a time. This way, they are safe from Corsabrin's horrors, and he can also get his hands on them at need. He permits them to keep their weapons if it makes them happy. With or without weapons, Hamar is safe from the likes of them.

In a few days, Hamar calls the adventurers to him for another conference. His spy network cannot find Corsabrin, nor, as proved by severe torture, do the four traitorous Stilletos know his whereabouts. If Tongsap escaped death when he ambushed the adventurers, Hamar's spies have found and killed him. They present his head at this meeting.

Hamar speaks, "The sorcerer is able to hide from us without difficulty. Since he has not attacked you here at my mansion, I suspect he wants your bodies, not just your death. If he simply had you killed here, he couldn't get his claws on your corpses. I could, of course, have you killed and your bodies burned. That would stump him. I've strongly considered it." The adventurers should blanch at that.

"But I'm not going to have you killed. That would still leave Corsabrin out there, plotting against me. It's time for me to strike against him.

"I think he is likely to attack you again once you leave the mansion. So I've set up Stilletos all over town to watch to see where his creatures issue from. When they find out, a whole band of Stilletos will pour into his filthy hole and wring his wrinkled throat!"

The adventurers may not be happy about being used as bait, but Hamar doesn't really care. If they protest or ask for Stiletto protection, Hamar replies, "You beat off his monsters twice before without my help. Do it again. I've already picked out the perfect place for you to hide. In the Bluestreets. He's sure to find you almost immediately and send his monsters tonight or tomorrow. At least you'll be ready this time."

The adventurers, of course, have no real choice. Hamar quickly sends them on his way. He does not send any Stilletos with them, so that Corsabrin won't know if the adventurers have reached an agreement with Hamar or not. He is also not interested in wasting men or material in setting the bait, he'll need all he can get to attack Corsabrin.

In any case, Corsabrin is now certain that his plans are finally going right. The adventurers are still alive, so he can get their corpses, and it should be obvious to the whole world that they are chums of Hamar's, having stayed at his mansion for several days.

However, he has outwitted Hamar once again. As the adventurers leave Hamar's mansion, they are spotted. Corsabrin has set up a watch in the Bluestreets, which is where he has been hiding. When the adventurers are three or four streets from the mansion, he and his men attack.

The Last Ambush

The adventurers should not suspect this attack at all. The gamemaster should not even ask for a marching order. As far as the players are concerned, the next bit of action will come at Hamar's promised hideout that night, when Corsabrin sends more monsters against them.

The gamemaster should just set up the adventurer's figures on the board randomly. Blocks or margarine counters serve well as Bluestreet-style hovels. A map is given of the ambush site, and scattered hutches are all about. None of the Bluestreet natives participate on either side of the ambush. They just run away at the first sight of battle, snatching up children or goods as necessary, or else are too drunk to move.

The adventurers are attacked by a whole gang of armed street punks, backed up by the hooded "Killer" whom they now know to be Corsabrin. Corsabrin has previously cast Damage Boosting 6 (Duration 10) on his punks' weapons. He has not Damage Boosted

Punk Six's weapon, since it is already enchanted. If one adventurer appears to be fighting extremely well, he attempts to Smother that adventurer. He casts other spells as reasonable and necessary. When the ambush begins, Corsabrin jumps atop a rock, board, or any convenient platform, then casts Attract Missiles intensity 8 on it. This should protect him from most arrows. If his Attract Missiles is used up, or he is forced to move away from his protective stand, he finds a new platform and casts the spell once more.

He uses his familiar's and his spirit's magic points to cast spells. He only uses his own magic points to throw a Damage Resistance 16 spell on himself if directly threatened. He is too crazy to run away from the fight, and if all his punks are killed or fleeing, he starts punching with his fist. This is his big chance. He will still be mouthing words about "The big time!" when he is cut down.

More punks may be desired or needed. If so, use any or all of the Stiletto bravos described earlier in this scenario.

Corsabrin the sorcerer

STR 9 Move: 3
CON 12 Hit Points: 11
SIZ 10 Fatigue Points: 21
INT 16 Magic Points: 20 + spirit 15 + familiar 6 = 41
POW 20 DEX SR: 3
DEX 11 + 6 = 17
APP 10

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 0/4 |
| L Leg | 05-08 | 04-06 | 0/4 |
| Abdomen | 09-11 | 07-10 | 0/4 |
| Chest | 12 | 11-15 | 0/5 |
| R Arm | 13-15 | 16-17 | 0/3 |
| L Arm | 16-18 | 18-19 | 0/3 |
| Head | 19-20 | 20 | 0/4 |

| weapon | SR | attack | damage | parry | pts |
|--------|----|--------|---------|-------|-----|
| Fist | 9 | 44% | 1D3 + 6 | — | — |

SORCERY (free INT — 16): Duration 82%, Intensity 75%, Range 42%, Multispell 51%, Ceremony 77%, Enchant 52%, Summon 19% — (in magic items) Summon Hellhound, Summon Ghoul (known by familiar) Attract Missiles 66%, Damage Boosting 67%, Enhance DEX 55%, Sight Projection 89%, Smother 65%; (in magic items) Damage Resistance 86%, Dominate Hellhound 92%, Dominate Ghoul 72%

SKILLS: Animal Lore 35%, Craft Steel 72%, Human Lore 48%, Mineral Lore 23%, Orate 65%, Search 48%, World Lore 33%

MAGIC ITEMS: Corsabrin wears a ring which contains Damage Resistance Intensity 6. He also wears an amulet which contains the two ritual spells of Summon Hellhound and Summon Ghoul. Another ring contains an enchantment binding a Power Spirit (POW 15).

NOTES: Corsabrin keeps a 6 point Enhance DEX and a 6 point Damage Boosting (on his fist) maintained at all times. He also keeps a 12 point Damage Resistance on both himself and his familiar. These spells are recast weekly.

FAMILIAR: Corsabrin's familiar is a crow with an INT of 5 and a POW of 6. It currently spends its time with other crows just outside town, where it is safe from the malicious violence of urchins. It is also protected by its 12 point Damage Resistance spell.

NEW SORCERY SPELL

Attract Missiles

ranged, passive, temporal

If the caster overcomes the target's magic points, this spell causes the next missile aimed at the target, or at anyone touching the target, to strike the target. An individual standing between the target and a missile-user may be struck by happenstance. Even a missile that would normally miss will

strike the target. Fumbles are determined normally.

Each additional point of Intensity increases the number of missiles drawn to the target by 1. Thus, if a target were hit by an Intensity 7 Attract Missiles spell, the next 7 missiles fired at him, or at anyone touching him, would strike him. The spell has no effect on melee weapons.

Corsabrin's Hired Help

Punk One

STR 11 Move: 3
CON 15 Hit Points: 14
SIZ 12 Fatigue Points: 26 - 2 = 24
INT 12 Magic Points: 11
POW 11 DEX SR: 3
DEX 10
APP 10

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 0/5 |
| L Leg | 05-08 | 04-06 | 0/5 |
| Abdomen | 09-11 | 07-10 | 0/5 |
| Chest | 12 | 11-15 | 0/6 |
| R Arm | 13-15 | 16-17 | 0/4 |
| L Arm | 16-18 | 18-19 | 0/4 |
| Head | 19-20 | 20 | 0/5 |

| weapon | SR | attack | damage | parry | pts |
|-------------|----|--------|--------|-------|-----|
| Broadsword | 7 | 47% | 1D8+7 | 53% | 10 |
| Main Gauche | 8 | 30% | 1D4+2 | 50% | 10 |

Dodge: 40%

SPIRIT MAGIC (53%): Bladesharp 2, Heal 1, Protection 3

Punk Two

STR 17 Move: 3
CON 16 Hit Points: 15
SIZ 14 Fatigue Points: 33 - 13 = 20
INT 12 Magic Points: 14
POW 14 DEX SR: 3
DEX 10
APP 12

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 3/5 |
| L Leg | 05-08 | 04-06 | 3/5 |
| Abdomen | 09-11 | 07-10 | 3/5 |
| Chest | 12 | 11-15 | 3/6 |
| R Arm | 13-15 | 16-17 | 3/4 |
| L Arm | 16-18 | 18-19 | 3/4 |
| Head | 19-20 | 20 | 3/5 |

| weapon | SR | attack | damage | parry | pts |
|----------|----|--------|------------|-------|-----|
| Club | 7 | 35% | 1D10+1D4+6 | 40% | 10 |
| Buckler* | 8 | 22% | 2D4 | 38% | 8 |

*this buckler is fitted with a long spike, to enable it to act as a sword-breaker.

SPIRIT MAGIC (57%): Befuddle (2), Heal 2, Strength 4 (this increases all attacks and parries by 6% and damage bonus to 2D6)

ARMOR: wears thick leather with wool padding underneath.

Punk Three

STR 10 Move: 3
CON 8 Hit Points: 12
SIZ 16 Fatigue Points: 18 + 5 = 13
INT 13 Magic Points: 7
POW 7 DEX SR: 4
DEX 7
APP 13

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 1/4 |
| L Leg | 05-08 | 04-06 | 1/4 |
| Abdomen | 09-11 | 07-10 | 1/4 |
| Chest | 12 | 11-15 | 1/5 |
| R Arm | 13-15 | 16-17 | 1/3 |
| L Arm | 16-18 | 18-19 | 1/3 |
| Head | 19-20 | 20 | 1/4 |

| weapon | SR | attack | damage | parry | pts |
|------------|----|--------|-----------|-------|-----|
| Broadsword | 7 | 65% | 1D8+1D4+7 | 62% | 10 |

SPIRIT MAGIC (30%): Disruption, Heal 1

ARMOR: wears thick leather, curled and scrolled into nice patterns.

Punk Four

STR 10 Move: 3
CON 12 Hit Points: 11
SIZ 10 Fatigue Points: 22 - 5 = 17
INT 9 Magic Points: 11
POW 11 DEX SR: 3
DEX 10
APP 8

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 1/4 |
| L Leg | 05-08 | 04-06 | 1/4 |
| Abdomen | 09-11 | 07-10 | 1/4 |
| Chest | 12 | 11-15 | 1/5 |
| R Arm | 13-15 | 16-17 | 1/3 |
| L Arm | 16-18 | 18-19 | 1/3 |
| Head | 19-20 | 20 | 1/4 |

| weapon | SR | attack | damage | parry | pts |
|-------------|----|--------|--------|-------|-----|
| Shortsword | 7 | 54% | 1D6+7 | 34% | 10 |
| Main Gauche | 8 | 35% | 1D4+2 | 45% | 10 |

SPIRIT MAGIC (50%): Demoralize (2), Heal 2, Protection 4

ARMOR: thick leather, made by the same worker who made Punk Three's suit.

Punk Five

STR 12 Move: 3
CON 15 Hit Points: 16
SIZ 16 Fatigue Points: 27 - 4 = 23
INT 12 Magic Points: 9
POW 9 DEX SR: 3
DEX 10
APP 13

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 0/6 |
| L Leg | 05-08 | 04-06 | 0/6 |
| Abdomen | 09-11 | 07-10 | 2/6 |
| Chest | 12 | 11-15 | 2/8 |
| R Arm | 13-15 | 16-17 | 0/5 |
| L Arm | 16-18 | 18-19 | 0/5 |
| Head | 19-20 | 20 | 2/6 |

| weapon | SR | attack | damage | parry | pts |
|------------|----|--------|-----------|-------|-----|
| RH Gladius | 6 | 66% | 1D6+1D4+7 | 35% | 10 |
| LH Gladius | 9 | 30% | 1D6+1D4+1 | 53% | 10 |

Dodge: 49%

SPIRIT MAGIC (56%): Bladesharp 2, Heal 1

ARMOR: he wears a leather vest and skullcap.

Punk Six
 STR 18 Move: 3
 CON 10 Hit Points: 13
 SIZ 15 Fatigue Points: 28 - 12 = 16
 INT 11 Magic Points: 10
 POW 10 DEX SR: 4
 DEX 8
 APP 14

| | melee | missile | armor/hit pts |
|---------|-------|---------|---------------|
| R Leg | 01-04 | 01-03 | 2/5 |
| L Leg | 05-08 | 04-06 | 2/5 |
| Abdomen | 09-11 | 07-10 | 4/5 |
| Chest | 12 | 11-15 | 4/6 |
| R Arm | 13-15 | 16-17 | 2/4 |
| L Arm | 16-18 | 18-19 | 2/4 |
| Head | 19-20 | 20 | 2/5 |

| weapon | SR | attack | damage | parry | pts |
|------------|----|--------|---------------|-------|-----|
| Broadsword | 8 | 50% | 1D8 + 1D6 + 5 | 42% | 10 |
| Buckler | 9 | 12% | 1D6 + 1D4 | 55% | 8 |

SPIRIT MAGIC (38%): Detect Silver, Heal 1

MAGIC: this bravo's broadsword has had a Damage Boosting intensity 4 cast upon it. The spell expires in two weeks.

ARMOR: he wears a leather jacket and cape, and a tough leather jerkin under that. His arms and legs are banded with strategically-placed thick leather straps. A leather mask is attached to a leather skullcap.

The Wrap Up

Everyone still alive should be happy at this point. They have wound their way through the twisted skein of a madman's plans, and emerged intact. Hamar no longer wishes to harm the adventurers, and they should have no wish to harm him. Probably the adventurers want to forget about their would-be-assassination as soon as possible. If they persist in bringing it up, however, Hamar tries to kill them.

The adventurers can loot Corsabrin's corpse. His minor magic items are worth some money to another sorcerer.

Corsabrin's stool pigeons are still alive in town. They know tiny bits of the plan - not enough to matter unless the gamemaster wants to bring them into a future scenario.

Hamar's gratitude may be enough to have him hire one or more of the likeliest adventurers as Stilletos. Whether or not this is appropriate for your campaign must be your decision.

The adventurers are likely to be shy of future assassination hirings. They should realize that even a mediocre sorcerer such as Corsabrin can cause a great deal of turmoil when he runs amok. Both these lessons are free of charge, courtesy of the Karo School of Hard Knocks. Lessons like them are learned every day.

The Land Of Fonrit

By Greg Stafford
 and Sandy Petersen

Introduction

Fonrit is a land of pleasant semi-tropical climate whose growth is luscious, but not so dense to support elves. For architecture, dress, and art, gamemasters should draw upon the cultures of Moslem Africa, both the northern Barbary Coast and the western settlements. They should exaggerate many traits to portray these exotic lands.

For instance, the free women wear veils, and both sexes wear draping robes. Harems are the rule for the rich potentates, guarded by jealous and powerful eunuchs. The upper class is incredibly wealthy and powerful, the poor are ruthlessly taxed and beggared into heartless slavery.

History

The inhabitants at the start of time were simple Veldang survivors of a near-forgotten empire. They owned magnificent boats, worshipped crippled gods, and ate snails, worms and fish, but flesh from no animal or bird.

By the year 500, immigrants moving north from the region of Laskal had infiltrated the region. Their leader, Garangordos, called Cruel, renewed old traditions about the blueskins, effected ancient rites, and warred against the natives. He enslaved or killed them all, and was killed by his brother, whose seventeen brothers and sisters then dismembered the parricide and divided the land among themselves. Ever since, the land has been divided into many hostile factions.

A century later, the northerners began to arrive. The foreigners settled mostly in Vralos, to the west, but traders and settlers were welcomed into many coastal regions. Their gods were sometimes a relief from the oppressive deities invoked by Garangordos and his children. But the pale folks were always a minority, though an increasingly larger one towards the West.

The Closing was a terrible blow to the sea-going empire of the Jrusteli, whose local political power had already degenerated to be several quarrelsome city-states similar to the natives. For a time the Confederation of Fonrit unified the land and sought to conquer nearby regions as well. As inevitably occurs in Fonrit, the unity failed and several centuries of internecine warfare followed.

A fleet of Vadeli ships arrived around 1587, the first seen since the Closing. The newcomers claimed they were gods, instituted taxes and worship, and might have succeeded if their greed was less. Resentment was great against them, and the fleet of Dumanaba sailed forth in a surprise maneuver which destroyed their local fleet in 1594. Reinforcements arrived for the Vadeli from Enkloso and Vralos while an entire fleet from the Maslo Sea arrived to combat them. Both major powers left themselves exhausted and the coastal cities rebelled and made their own fleets.

Since that time the cities of the coast have been growing rapidly, wild with opportunity

to grow. Struggles have determined that Kareeshtu is the dominant power now, but fortune smiles only briefly on these states, and the future is uncertain.

Statistics

Fonrit's division by racial types is about 50% black, 25% blue, 10% white, and 15% mixed.

Socially, about 5% of the population are rich upper class, about 5% are soldiers supported by the rulers, and about 20% are free, about half artisans and merchants, and half minor landholders. The remaining 70% are slaves.

The political rulers are tyrannical overlords who must contend with a dozen powerful factions in each city. Cities may be ruled by priesthoods, merchants, or warlords.

Politics

Fonritian politics lie in the hands of a wealthy plutocracy which commands internal factions and rules over vast slave states noted for their cruelty and tyranny.

City-states in Fonrit strive for independence and to control its neighbors. Loyalty beyond the city-state is rare, and the various nations mentioned below are traditional groupings which are sometimes confederacies, sometimes ruled by a single leader, and sometimes divided into many squabbling states. The political units of Fonrit change hands and borders so often that an accurate delineation is difficult.

The Confederation of Fonrit is a political

potentiate which periodically forms to combat some external foe. Its political basis lies in the original unity of the migrants, and its actuality comes about when an intrepid shaman or priest summons and controls the soul of Garangordos. Invasion by Yellow Elves, who were particular enemies of the Cruel One, is helpful to the summons, but he also came when the God-learners first came to Fonrit, when the God-learners were destroyed, and during the conquest of Vralos.

MAJOR REGIONS

Afadjann

The westernmost region of Fonrit. It includes Garguna, Hombori Tondo and Sarro.

Banamba

The northern coast of Laskal is called Banamba, and is included here because its culture is Fonritian. Rarely unified politically, its cities pay tribute to Kareeshtu, the current dominant naval power. Places of interest are limited to Bogani and Goan.

Kareeshtu

Kareeshtu includes the several islands north of the peninsula and the northern coast. Several large cities dot the coast, famous for their fleet of war yachts. Cities include: Dindanko, Dsunguya, Katele, Mordjahguya, Njenaguya and Tondiji.

Koraru Bay

This body of water is fed by the Baruling River and empties into the Marthino Sea. It is ruled by the god Kadiola.

Kumanku

This island cluster was separated from the mainland for most of the Third Age, and its cities fell into disrepair. Now, its people struggle to keep their peculiar ways alive against the influx of foreign beliefs. It includes M'gokokchun and Tenenku.

Marana

The highland interior of Fonrit is rough, but not mountainous. It includes: Kalabar, Faladje and Kemparana.

Marthino Sea

This region includes the whole ocean between the Fonrit and Elamle peninsulas. During the Closing, it was impassable and no fleets existed, save for the one hidden in the floating city of Dumanaba.

Mondoro

This is a wild interior region troubled by irregular landforms and violently eruptive forests which sometimes move across the countryside. Of interest among its places are Barueli, Fanjosi and Jokotu.

Tarahorn

Tarahorn is the southern part of the peninsula which borders upon the Koraru Bay. Its shoreline is rough and rocky with few good sites for ports. Cities here are all of Medium size.

Thinokos

This region was settled by people who arrived by sea at about the same time as the tribes of Garangordos. They claim to have come from the city called Thinobutu which lies under the Marthino Sea. History has obliterated their greatest differences from other Fonritians, integrating them into the kaleidoscope of locally varied cultures. Bululi is a place of interest.

CITIES OF INTEREST

Parentheses indicate the City Size, as detailed in the RuneQuest Gamemaster Book.

Bambara Maunde, the Gleaming City (Medium City)

This entire city is cut from a huge piece of coral which rises majestically above the sea. It is so immense that cutters have not yet finished carving it. When cut and polished, the stone-like substance takes on a high lustre which reflects even the dimmest light. In the Fire Ceremonies, celebrated every four years, every resident waves a torch about, creating a blinding effect.

The coral is a rare deep red coral much valued for jewelry and certain magical items. The city is rich from exporting their diggings, but sometimes suffer from raiders who try to conquer or raid for the rich substance. Such a raider was Kemparana, called Eighthands, whose tower still sits in the wilds of Mondoro.

Barueli (Medium City)

This is a theocratic city which commands the road between Dumanaba and Garguna. The ruler is the High Priest of the Hungry Goddess, a eunuch who must, by law, be a blueskin. The city is rich and famous, especially for the bloody sacrifices which occur every 33 days, and for its zoo of crippled flying creatures.

Baruling River

This river runs down from the lands of Tarmo to the Koraru Sea. The human natives are skilled boatmen, and annually send many great logs into the river as a sacrifice to their river god.

Bogani (Medium City)

This is a city of yellow elves, populated by exiles driven to madness and communing with humans. Some even claim to enjoy city life. In the center of the city is a dense garden, forbidden to all but the leaders.

Bululi (Medium City)

This is the traditional landing site for the sea-going folk who first settled here, and whose descendants were conquered by the kin of Garangordos. They are peculiar in that they send their dead to sea instead of burying or burning them.

Dindanko (Large City)

This is the capital city of Kareeshtu by virtue of its dominance in the local Dormal cult. Here docks a famous ship called the Admiral Yacht. Aboard it is the holy statue for Dormal worship which is the mummified body of the Vadeli fleet commander who first came to the

land after the Opening.

Dsynguya Island

This is the central and most important of Kareeshtu's three main islands. This is the wealthiest island of the three.

Dumanaba, the Floating City (Large City)

The hero Bornotin was tricked by Kadiola, a wily sea spirit, to build and maintain a floating bridge across the seven miles of the Baruling River mouth. Because no floating debris passed to the sea, Kadiola won a bet with his kin and became sea-king, and from the debris Bornotin built the first parts of the Floating City.

Menaka, called Boatman, designed the floating rafts which have since housed the residents of this city. Hundreds of channels wind between the rafts, which often tug their anchor lines to move away from one neighbor and next to the other, changing the channel.

When the Invisible Fleet hunted down all the sleek war yachts of the Koraru Sea in 1077, the city opened to receive a native fleet which resisted the God-learners, but they forbade the evil fleet entry so they were all destroyed.

Faladje (Large City)

This city in Marana is ruled by a priesthood of the Yelm cult. Before the Opening, it exacted tribute from most surrounding states, but was rapidly depopulated when people moved to the expanding coastal cities.

Fanjosi, The City of Men (Medium City)

No women are ever allowed into this city, and the ruling priesthood have special magic to make sure of it. No females of any type are allowed, and if a female bird flies into the city it falls dead from the sky. One good point is that no one is ever bitten by mosquitoes here.

Garguna (Metropolis)

The largest city of Afadjann, with a population of almost 100,000, has often been ruled by the warlords of Vralos, who worship northern gods in their many city-states. Temples to both Genertela and Pamaltela gods are here.

Goan (Large City)

This city is famous for a non-alcoholic but very intoxicating drink made from mushrooms.

Hombori Tondo (Large City)

This, the traditional capital, has been occupied by 17 dynasties since its first settlement 700 years ago: an unusually stable government! Here lives the ruler, styled the Jann of Afadjann.

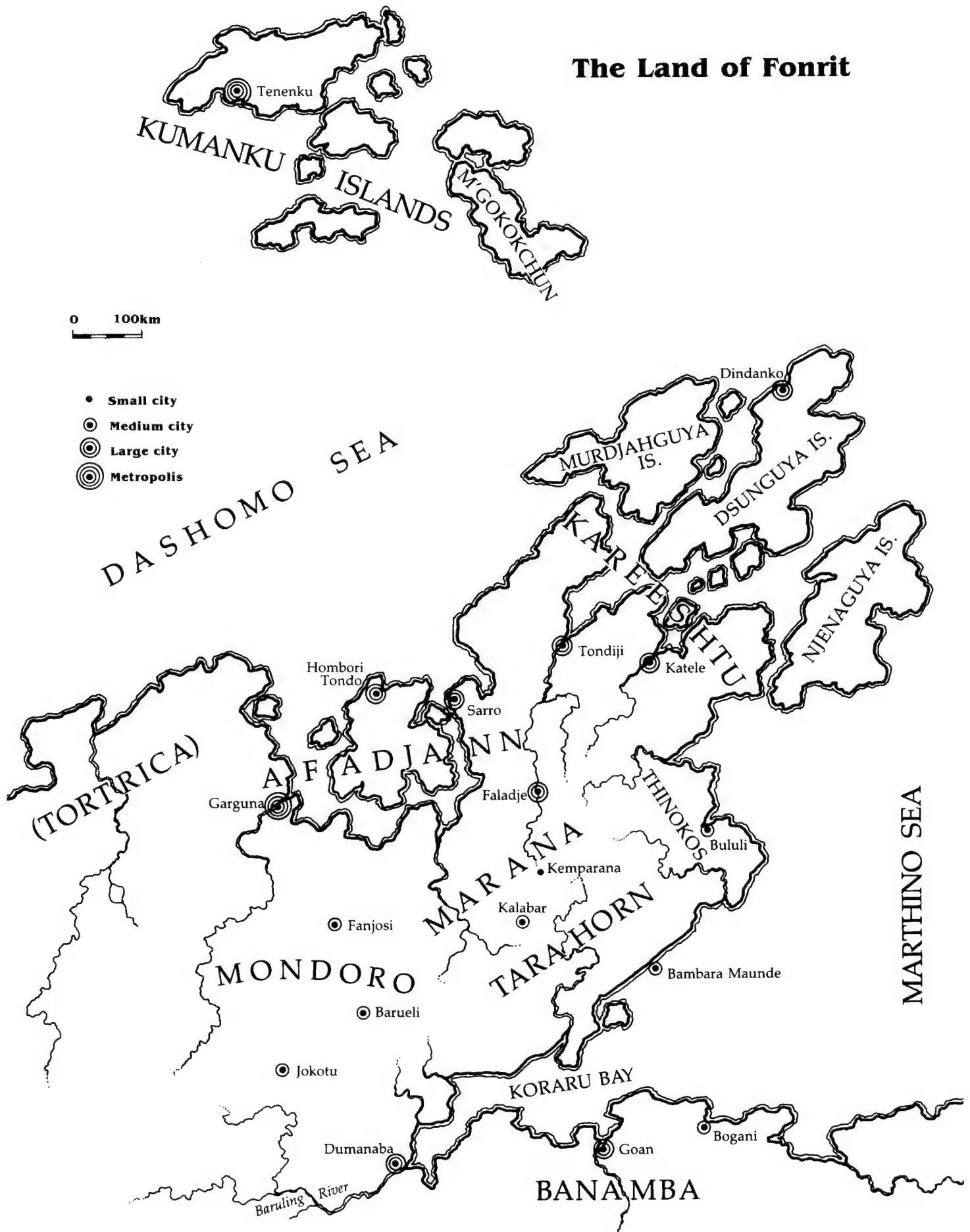
Jokotu, the City of Freedom (Medium)

No slaves may be held in this place, and all who come here are eligible for citizenship. Its precipitous location and fanatical populace have ensured its freedom for centuries.

Kalabar, the City of Sorcery (Medium City)

This city in Marana was built overnight by a coven of sorcerers who gathered on Dis-

The Land of Fonrit



order Day, Sea Season of 679. The city was given to malignant magic and its denizens tortured the gods of Pamaltela. All the inhabitants were demons and monsters.

Seseko, called the Fire Lord, cleansed the city. He called heroes and armies from all across Pamaltela and waged occult and open warfare against the evil inhabitants. At last he called Sikkanos, the scorching south wind, and armed him with the Breath of Holaralam which destroyed all foes of the Seventeen Allies of The Fire Lord. Every denizen was destroyed. The survivors of the army of Seseko won wives in Bia's famous contest of 1137 and moved into the eerie city, where their descendants have lived ever since. They still practice magic, but not the evil kind.

Katele, the Pure City (Large City)

In the time of the closing many people of Fonrit grew uneasy with their way of life. Many rebellions broke out and prophets and heroes vied for immortality and fame.

One entire family left and returned to the plains of their ancestors. Their children, and families, returned to Kareeshtu in 1202. They bore a rigidly dogmatic Pamaltelan cult and

societal structure which they incorporated to build their city. From there, they sent missionaries to convert the wayward descendants of the Doraddi. This precipitated the Woman's Revolt which incurred terrible domestic troubles. But military resistance against Katele was fruitless, and they still live by their old ways, adapted to live in a city.

Kemparana (Small City)

Called the Crimson Tower, this huge 17-story edifice was stolen intact from the sea city of Bambara Maunde. An unvalled city surrounds the edifice.

Koraru Bay

The wily spirit of this body of water tricked it from his kin, and gained rulership thereby. He has always been friendly to the people of Dumanaba since, and they worship him at a large temple there.

M'gokokchun Island

This island of Kumanku is inhabited by a few humans and a teeming mass of insect people.

Murdjahguya Island

This is the westernmost island of Kareeshtu. People from here are traditionally more violent than either of the other two.

Njenaguya Island

This is the easternmost island of Kareeshtu. This island is more rural and bucolic than the two others.

Sarro (Large City)

Often called the City of Thieves, this place has seen better days.

Tenenku Island

This is the major island of Kumanku, and holds most of the population. Its capitol city is called Tenenku.

Tondiji (Large City)

The god of this city is certainly the most powerful city god in all Fonrit, and possibly the most powerful city god in all the world. Major cults such as Ompalam, Yelm, and Zorak Zoran all are subservient to Tondiji inside his city.

RuneQuestions

By The Chaosium Staff

This second edition of RuneQuestions is dedicated to Anders Swenson, who has been asking them since 1978.

To ask questions about the Avalon Hill edition of RuneQuest, send questions answerable by a yes or no to: RuneQuestions, c/o Chaosium, Inc., PO Box 6302-HM, Albany, CA 94706. Always cite specific page references whenever possible.

All questions will be considered for this column. Please include a Self Addressed Stamped Envelope (SASE) with your inquiry if you want a personal answer. If you are outside the United States, include International Postal Coupons instead. Otherwise, watch this space for your Q&A.

Some questions are too esoteric to be answered either in this column or in private correspondence. Some things must be considered by the gamemaster using the rules as guidelines. For instance: "Should I allow my players to get Greatsword Training in Londinium during the Roman period?" is not something we should answer. That's up to the gamemaster.

Players Book/Character Generation

Should the offspring of Barbarian and Civilized priests (pages 23 and 31) get spell increases from both the initiate tables and the priest tables?

No, just the Magic For Priest's Offspring tables.

Do the cultural weapons (page 26) apply to all of a weapons class (such as 1H swords) rather than a specific weapon on

the list?

Base chance with the weapon is good for all weapons in that category. But if the cultural weapon is specifically named, only the specific weapon(s) is available to the beginning character as equipment.

Players Book/Combat System

If an adventurer misses his second grapple attack roll in an attempt to break an arm or immobilize it (page 60), does that mean he has effectively let go of his opponent and must attempt to grapple him again?

Yes.

Is the whip treated as a thrown weapon for purposes of parrying it and damage bonus (page 63)?

Yes.

Does a whip require a special hit to entangle a random location, or just to entangle a weapon (page 58)? Do the other entangling weapons require special hits?

Most Entangling weapons require a special hit to entangle a weapon, but simply a success to entangle a person. A whip, or other potentially entangling weapon which can do damage must make a special roll to entangle anything.

Do Arbalests and Ballistae (page 65) impale?

Arbalests impale, but Ballistae bolt points have such a big cross-section that they do not.

Must a character take on ENC for clothes under armor as well as the armor (page 66)?

If he wants to be fully dressed when out of his armor, he must add the ENC. The armor

ENC costs subsume a layer of padding and basic underclothes in their ENC costs.

Can soft leather and the other materials usually classified as soft armor be worn under other armor on the abdomen and legs (page 67-68)?

Yes.

Players Book/Skills

Is it true that two adventurers without Communication bonuses who attempt to speak their own common language to each other have a 34% chance of misunderstanding each other (page 74)?

There are two answers. Look at the definitions on page 74. Thirty percent proficiency is enough to get by. Any better than 30% is Assured communication. However, this does not mean that the first time a sentence is spoken, it will be understood. I think I have a positive communication bonus, yet I often have to ask people to repeat what they have said because their word choice is not in my vocabulary, or their way of pronouncing a word is not the one I use.

Also, since the players will only get the chance to increase this skill through experience in stressful situations, they should only be asked to make the roll in stressful situations.

Magic Book/Spirit Combat

Does each attack in spirit combat take one melee round (page 8)?

Yes.

Can more than one spirit attack a single target in spirit combat at once? (page 8)

Yes, Spirits can gang up on a target, each attacking separately. The target may only counterattack one spirit.

If a spirit is in spirit combat and his target is protected by a Spirit Block 1 (page 37), can the spirit break off and leave if it is reduced below 10 magic points?

If the spirit is reduced below 10 magic points versus someone with Spirit Block 1, then it can just pack up and leave, since it is no longer able to interact with the Spirit Block-protected target.

Does a spirit have a normal human POW gain roll (Players book, page 38)?

No, spirits have a 5% chance to gain POW if they meet the other criteria for having a POW gain roll.

Magic Book/Spirit Magic

A Spell Spirit can have enough magic points to use his spell several times, yet there doesn't seem to be any occasion when he would use it more than once, since the use of the spell sends him back to the spirit plane (page 15), out of the control of the shaman or other magic user who ordered him to throw the spell. Is there any occasion when he might cast the spell more than once?

Normally, a Spell Spirit with the ability to throw more than one use of the spell will only do so if he is captured again by a shaman before he restores his magic points. However, at the gamemaster's option, the spirit may be friendly to his former master or has some cause to hate the potential target of his spells, and he may stick around and continue to cast his spell until he is out of magic points.

How is a spell spirit able to attack someone to teach him a spell if it is unable to initiate spirit combat (page 36, Creatures book)?

A spell spirit is too mindless to initiate spirit combat on its own, but can be directed to do so by a shaman or a Spell Teaching priest.

Can a spirit magic user buy spare foci (page 17)?

Yes, at the usual price of + the price of the spell.

Why is Befuddle (page 18) harder on people with high INT?

Befuddle affects higher mental facilities, especially on the ability to reason and decide. A lower INT character is less likely to remain affected; he's too dumb to know he is befuddled, and far more likely to act on reflex rather than reasoning out his actions. Local campaigns have often used the "Spot Obvious" roll, which was based on a roll of 100 minus the character's INT x 5. The assumption is that it takes a fairly dumb person to see the obvious when all the high-INT people are looking for hidden subtleties.

If a target's hair is set on fire using Ignite or a natural fire source, does his natural armor help?

Yes.

Does Ironhand (page 21) affect all of a single target's natural weapons simultaneously?

Yes.

Does each type of creature have to use a different version of Ironhand?

No.

Does Mindspeech (page 21) allow two people who don't speak a common language to communicate?

No. The description states "thoughts to be transmitted must be subvocalized (and) listeners will hear the message in their minds in the language sent."

Magic Book/Divine Magic

Must an initiate only use the spirit magics available through his cult (page 25)?

Most initiates are allowed to buy spirit magic from shamans. Also, if he wishes more than one cult spirit magic spell in a five-year period, he must pay the cult for that, at half the normal cost for learning from a shaman.

Can an initiate sacrifice for divine magic (page 25) that is one-use only for a priest?

No.

What is this Sever Spirit spell mentioned on page 18 of the Gamemaster's Book. It's not in the Divine Magic spell list (page 32).

We inadvertently omitted the text of Sever Spirit. It is a War God-only spell and the description is:

Sever Spirit

3 points

ranged, instant, non-stackable, reusable

This spell acts as a sword to cut the bond between body and spirit of the target. The user must make a successful magic points versus magic points roll. If successful, the target dies. If unsuccessful, the target takes 1D6 damage to his general hit points, with effects similar to poison damage.

The religions list on pages 30-31 has several Command spells for intelligent targets, but the description on page 33 says that Command does not work on intelligent targets. Please explain.

The description is a general description of the spell. Certain religions, by their natures, have affinities with certain intelligent creatures, allowing them to give their followers Command spells for those creatures. Unless a specific spell is given for a god's command over a particular creature, assume that the spell cannot be used on intelligent creatures.

The Glorantha book lists a Primitive Gods pantheon on page 14, yet Primitive characters cannot be Divine Magic users. Primitives are also unlikely to have Temples and large congregations. What do these primitive gods do?

Primitive deities supply spirits for shamans to use and occasionally command certain divine spells, such as those that can be obtained at a shrine of a major god. They are effectively godlike spirits, and shamans interact with them instead of priests.

Does Mindlink (page 35) translate?

Not words, but it can be used to communicate emotional states and mind pictures, rather than words, and these will communicate.

Are the divine spells Fear and Madness exceptions to the rule that emotion spells don't affect Fixed INT creatures?

Yes.

Spell Teaching can be used by a Divine Magic user to teach cult spirit magic to a

character. But what happens if the spirit summoned wins the spirit combat? How is the possession handled?

The Spell Teaching ritual spell allows the priest to break the spell spirit's possession if the teaching fails.

Magic Book/Sorcery

Can Multispell (page 42) be used to fire spells at two or more targets at a time?

Not according to the skill description. Note that the number of strike ranks used by Multispelling several spells is the SR needed for the most powerful spell, not for all the spells added together.

Can free intelligence effectively be used twice with Multispell (page 42)?

No.

Can you make a dragon a familiar (page 44) by tying it down and patting its head in a friendly manner, or some other gamemaster-approved manner?

Yes. It's the old rabbit stew recipe. First, catch a rabbit. Catching a dragon is somewhat trickier.

Magic Book/Ritual Magic

Could a spirit magic Spell Matrix Enchantment be used to create a Divine Magic spell matrix?

There is no specific spirit magic spell matrix enchantment. There is just magic spell matrix enchantment. If you know that ritual, you can put any kind of spell into the matrix.

What is a cult entity as mentioned on page 54?

These are cult-related Otherworld beings who are not, strictly speaking, spirits. These include such creatures as Odin's Valkyries, and the Furies of the Greek mythos.

Gamemaster Book

What is the presumed weekly income of an adventurer just in from the wilds for training with lots of booty, but without employment (page 24)?

Nothing.

Creatures Book

The Magic Book (page 47) shows Nikolos summoning a nymph. Did he have to be in the area the nymph is tied to?

As long as the summoner knows the name of the nymph, it can be summoned anywhere. However, look at the descriptions of the nymphs on pages 29-31. Several of them will suffer deleterious effects from being taken from their sites, or, as in the case of dryads, return to their sites immediately. Alternately, Nikolos may be summoning a nymph whose area has been destroyed, and who has departed to the otherworld.

Glorantha Book

Is the allied spirit bound into the object (page 16), or does it just hang out there because it was asked politely.

Always be polite to allied spirits and make sure they are placed in appropriate objects. A war god spirit in a plow is a bad idea.

HEROES ETCETERA



Nordic Magic and Madness

The world of *RuneQuest* has been expanded into Alternate Earth with the publication of *Vikings: Nordic Roleplaying for RuneQuest*. Gamemasters and players now have an official source of information for running campaigns in the wintry north.

The *Vikings* module comes crammed with information and handouts. A 40-page players guide discusses how to set up a Viking character and includes new skills such as Sing, Speak Norse and Lawspeaking (and blank character sheets on which to create your characters), and essays on Viking society, social structure, customs, religion, gods and magic. This section provides all the background players need to participate in the world of the Norsemen.

There is also a 32-page gamemaster book containing a bestiary of real and mythical creatures, maps, timelines, rosters of kings and queens, and a geographical gazetteer of the world from the Viking's view. A reading list annotated by designer Greg Stafford gives gamemasters a good opportunity to add greater detail and depth to their scenarios.

A scenarios book provides 48-pages of information and advice on running a Vikings campaign. Six scenarios are included to give players a headstart on the campaign.

Finally, *Vikings Digest* has a variety of NPCs pre-rolled and ready for play, from poor vikings to dragons, priests of Odin to the crew of the Sea-Warrior, a 40-man longship. A 17"×22" players map details what is now Sweden, Norway and Denmark, and on the reverse are scaled maps of a

longship and settlement.

What's So Alternate About Alternate Earth?

The *RuneQuest* products are not designed with the intention of recreating what happened in world history. To quote designer Greg Stafford in his introduction to *Vikings*: "While drawing upon the knowledge of archeology and science for background, its motivations are those of legend. Where the sources of rich story conflict with those of dry science, science must flee before the magic of the campaign."

Therefore, RQ modules will have two benefits beyond their intrinsic high quality that make them stand out from the crowd of role-playing products. First, by abandoning the strait-jacket of history, literally anything can happen. Harald Hardrada could win at Stamford Bridge, and Attila the Hun can interact with Ermanaric, king of the Ostrogoths, though they lived a hundred years apart.

(It could be argued that what happens in a campaign will contain a shadow of what could have happened way back when. If history is a cataloging of cause-and-effect relationships, then it is certainly viable to consider what would happen if the players were present in the Viking age. At the very least, it is a lot more fun to play that way than live in a tightly-controlled predestined world.)

Secondly, creatures and beings from mythology and legend can enter the Alternate Earth and mingle with its inhabitants. The magic we believe in today is not the magic that men once believed was possible. It would not be enough to send players back to Jutland or Hordaland and force them to believe in the gods because the historical inhabitants did. The way to force them into believing in magic is to have it happen before their eyes.

So gather your people, your jarls, your scalds and houscarl. Collect your axes and hammers and strap the round shield to your arm. Vikings has arrived!

The Winds Of War Coriolis Style

While *Dune* is a game which faithfully portrays Frank Herbert's novel, there are situations that are unacceptable. Some cannot be corrected, such as Lady Jessica's inability to use the Bene Gesserit voice. The Avalon Hill Game Company deserves a round of applause for designing a game of wheels within wheels, and I would like to return the favor by contributing my playing experiences with this classic. The following suggestions will lead to a properly balanced game of Advanced *Dune*, so realistic that you can smell the spice.

Weather: storm movement is determined by two players dialing a number from one to three on the battle wheels, for a range of two to six spaces. But if the Fremen player option is used in the advanced

game, he chooses a chit from a pool of six with a range of one to six. The advanced rules make more sense and should be used when the Fremen is not in play. This assures that storm movement is totally at the whim of the fates, removing any chance of a storm condition being biased in favor of the player who battled last.

Longer Game: using the nexus alliance rule tended to end games prematurely, usually a turn or two after the first Nexus. A multi-player game based on skullduggery should not degenerate into a three-on-three situation, resulting in half of the players winning. Even in a two-player alliance, a game ending with 1/3 of the players winning seems a bit odd. Also, with Nexus alliances, the Bene Gesserit prediction is simply too powerful. She can safely assume that games will go no longer than 7 turns, and alliances make the BG's chances of winning outright more likely. Experienced players rarely delay their win because of the possibility of the BG prediction coming true; they take the win when the opportunity is reasonable (but not always 100% to assure an element of surprise to their move to victory). Logic would deem appropriate to enact some type of Longer Game option to solve this problem, but which one?

Counting the Shield Wall as a sixth stronghold appears to be both ahistorical and unnecessary. Five sieges means that one of the six players will never have a stronghold. Creating a shortage is a universal way of creating conflict in multi-player games. Increasing the number of strongholds needed to win up to four merely increases the inevitability of an alliance win. Obtaining four sieges by oneself is improbable, which forces the players to go for alliance wins, which is against the spirit of multi-player backstabbing.

This leaves three plausible solutions. One is the suggested elimination of Nexus alliances, which is my preference. Alliances technically were meant to help weaker powers support one another against stronger powers. However, the rules for alliances in no way benefits the Emperor or Guild player as they can always give monetary kickbacks in the form of spice deals. Also, loaning one's unique powers (such as being able to voice for the BG's ally) doesn't add significantly to the enjoyment of the game. Like the book, the non-transferability of powers ensures that there is always some cloud of mysticism around each power. Watching Sardaukar perform prescience in a battle would be very difficult to believe. A "no alliance" game is very exciting, for only one player can win, and more spice deals occur. The spice deal rules provide more than enough opportunities for cooperation between the great houses (and emphasize the importance of spice in line with the novel), so alliances can be forsaken without too much a loss in player interaction.

Two other ways of dealing with the

problems of alliances ending the game prematurely have surfaced. One is a variation of the additional stronghold rule: a sole win requires three sieges while an alliance win requires four sieges. Another solution is to change the victory condition to allow only non-allied players to win. In other words, you cannot win if you are an ally. This allows you to have it both ways: using the power of the Nexus alliance while denying its ability to help win the game. These options are available to those who insist upon using Nexus alliances.

More Spice Flow & Blow: the increased Spice Flow option adds a nice bit of chrome, differentiating the two Fremen sieges of Sietch Tabr and Habbanya Ridge Sietch from the wealthier cities. The additional spice introduced into the game's economy does not have a big effect upon game balance, for it comes in dribs and drabs of five, spread among the many powers.

But the advanced game Spice Blow has two problems discouraging its use. The second blow brings in an average of eight extra spice per turn, and usually in one player's stash. Nabbing a spice blow all to oneself is akin to winning a state lottery and can severely shift the balance of power. This second blow removes the necessity to fight over spice blows, an event common in the basic game.

With two spice blows, factions will sit back for several turns accumulating money. All players will be richer. In advanced play, this makes the Fremen almost impossible to defeat, as he will eventually get an isolated spice blow. The reality of poverty alone keeps the Fremen controllable, but under this rule, you can expect to see Fremen riding around in limos.

Meanwhile, the Guild/Emperor advantage of wealth is belittled. Part of their advantage in the advanced game is the ability to sneer at the poorer powers unable to

spice up their troops. Advanced combat emphasizes the wealth of the Emperor and Guild. Polluting the planet with too much spice removes that advantage, since spice shortages make these normally weak powers strong. Guild troops are impressive when they can be brought back quickly and spiced up to their maximum after each battle, while the Atrides cannot afford the luxury. They need spice for buying cards and shipping down to the planet's surface.

Though I've spent many hours playing *Dune*, these are still only suggestions. Just remember, when you play with these optional rules, you've got to watch out for the black knife (the one with the poison on it). Each rule helps or hurts a power, and failing to recognize this is folly. If a power seems to win more than its fair share of victories, alter the optional rules to correct the imbalance. This way, the spice will continue to blow across the face of Dune.

—Tom Snider

From Magic Markers To Mystic Tape

Time was your enemy, but you defeated him. Your breath comes ragged and your lungs burn as you cling precariously to the rock mountain's side. You've beat them and you know it. In the distance, but coming ever closer, you hear the growls and screams of your pursuers as they scramble along the mountain's trail, but they're too late, for the double suns of your world explode above the mountains' rim in rainbow colors, and you feel the magic flow back into you. Waves of power wash through you. You are revitalized, and your hands begin to tingle as you burn to unleash the power that is a wizard's right to command!

Your enemies draw nearer and you

smile to yourself. A lightning bolt? No, too . . . too ordinary. A rain of fire perhaps? Nyah, too direct.

Hmmmm . . .

Never again will the agony of indecision happen to you. Never again will you have to worry about appearing *blaise* as you battle to the death with those *Powers & Perils* Hell Hounds and *RuneQuest's* grinning Jack O'Lanterns, because the crew at the Gunderson Corporation have done it again.

Yes, the Gunderson Corporation. Those fabulous people who brought you: Magic Markers, ether-based I.O.U.'s that will vaporize the moment you leave town; Mass Transit (for clerics only) to turn any religious ceremony into a moving experience; and, Mystic Tape to save those special spells. Experience the thrill as your enemy is blasted off his feet by a thunderbolt. Was it live? Or was it Mystic?

Those clever fellows have once again stunned the gaming world with fantastic new spells for your wizards and clerics. So grab a pencil and take notes:

"Create Nourishing Food:" When supplies are short, you can refuel your group with a hot, vitamin fortified meal of Brussel sprouts, cream of wheat, fried liver and Ovaltine *a la casserole*. If you survive this, your group gains battlefield experience.

"Detonate Dead:" Anyone who is morally, physically, spiritually, legally and undeniably dead can be made to explode doing 2D20 per major body part. Spell is line of sight based and, please, no hand grenade jokes.

"Great Balls of Fire:" Gives one opponent uncontrollable urges to shake, rattle, and roll. This renders them helpless, but funky.

"HIM! (not me!)" This is bound to be an unpopular spell, for it causes the 50 beserking warriors charging your party to attack anyone else *but* you. The negative aspects of this spell are obvious.

"Wall of Zucchini:" Instantly, any number of opponents can find themselves trapped inside 100 cubic feet of magical zucchini. Ordinary weapons, fire and anti-magic spells are useless. They must eat their way out. Line of sight. Requires dirt.

"Maize of Madness:" Machine, man or monster will suddenly find themselves surrounded by exploding ears of corn that will quickly drive them insane. Adding insult to injury, salt and butter will be rubbed in the wounds. Range: 35mm or 70mm in Dolby. Enemies will still be crazy after all those ears.

There they are, new spells just waiting to lighten your gaming load and add a little zip into your next game of kill-the-dragon, get-the-gold, save-the-world, avenge-your-father's-murder. Perfectly acceptable for all Avalon Hill role-playing games.

—Nick Smith



By Craig Barrett

The Care And Feeding Of Hungry Villains

*Let me have men about me that are fat;
Sleek-headed men, and such as sleep o' nights.
Yond Cassius has a lean and hungry look;
He thinks too much: such men are dangerous.*
— Shakespear, *Julius Caesar*, I, ii, 191.

The lean and hungry villain, the human predator who intends to satisfy his appetites and doesn't care who he has to knife in order to do it, is the most valuable member of your RPG cast — but only if you treat him right. Treat him wrong, and there's every chance you're going to turn him and his fellows into useless caricatures.

Have you ever watched the syndicated reruns of an adventure series where, what once made sense when spread out in once-a-week episodes becomes a once-a-day catalog of excitement, danger and mayhem. No sooner do the good guys take down one hood than another pops up in his place, as though they were clay pigeons in a shooting gallery. How could the good guys survive such a continual onslaught? More important, why should they have to?

Where did all the villains come from?

You've probably felt a similar sense of bewilderment in the midst of the average "dungeon crawl." In the middle of a labyrinth set comfortably in a trackless wild, varieties of deadly creatures sit obediently side by side, waiting for the next band of adventurers to come a'callin'. In this chamber you have a band of goblins, in that one a family of broods. And, somewhere down in the catacombs, between the basilisk and the gorgon, lies the *piece de resistance*, a dragon. They all crouch in place, hidden and expectant, until the Gamemaster's whistle calls them to life and sends them lunging after your characters.

I know, this kind of scenario is supposed to be a relic from the early days of the hobby, but it illustrates a point. What are all these nasties doing here, accumulated in one rather cramped and unappealing habitat? What feeds them, while they're waiting to gobble up the guests? Because villains, like any other predators, survive on prey. It takes a lot of prey to sustain just one predator, let alone a whole convention of them. So if you pack too many predators into a space, you're going to have trouble unless you exercise a GM's "divine right" to alter nature. They're going to eat up all the available game, then start in on each other.

History is full of examples of this, and not just natural history. A lot of wars have been fought between pirate bands, outlaw gangs and Mafia families over the right to control a given "territory." A piece of land will support only so many non-productive persons, be they parasites or predators. The most stark example comes from Donald Morris's *"The*

Washing of the Spears," his history of the Zulu nation. The displacement of a Bantu clan deprived them of their livelihood. So they seized what they needed from another clan, displaced them, and set off a chain-reaction of conquest/eviction that turned an entire section of southern Africa into a cauldron of migrating bands. The result was chaos, with some clans resorting to cannibalism because there wasn't anything left to eat except people.

This is a lesson Gamemasters should take to heart when they populate their worlds. It may be fun to provide one deadly surprise after another (or have predatory encounters every night), but sooner or later the discerning player is going to ask where did all the villains come from. And there goes the suspension of belief that supported your world.

Not only is this easy to avoid, there's every reason why it should be avoided. If real life predators will fight over territory, then so will wizards, dragons, and Fu Manchus. In these conflicts are the seeds for some of the best adventures you'll ever have.

Consider the robber baron who has carried his depredations beyond his own borders (which are beginning to be avoided by intelligent travellers) and inadvertently stepped on the toes of a neighboring count. The count is determined to put an end to the robber baron, but he can't start a private war for fear of attracting the unwelcome attention of their mutual overlord. Enter the group of hardy adventurers, secretly hired to put an end to said robber baron. And when the baron has been destroyed, don't think that puts an end to the matter. The natural law that says "every predator must have his prey" has a corollary:



"Wherever there is prey, there must be predators." Just give the newly-emptied baronial stronghold a little bit of time, and you'll soon find it occupied by a new crew of nasties who have to be dealt with. Ergo, a new adventure.

Elsewhere, the "harvest" of a city, that portion of the prey population that can be "trimmed" without upsetting the balance, may be divided up between warring gangs. Under the noses of the authorities, they fight over control of murder-for-hire, prostitution, smuggling, fencing and racketeering. This happens not just in the 20th century, but in ancient, medieval and science-fiction worlds as well. At sea, pirates prey upon trade lanes, robbing each other of tempting prizes, or cooperate like the Cilician pirates of the Roman world (they finally drew down upon themselves the full wrath of Pompey the Great). Even nomad tribes are not free from renegades, who nip at them like hyenas hovering about the flanks of a lion.

Your characters can play the part of such brigands, or fight them, freeing kidnap victims or clearing trade routes in the service of king and country.

Interested? Fortunately, deciding how many predators to allocate per square mile need not be overly complex. The secret of dealing with predator-to-prey rations in RPGs is to ignore precise figures and work strictly with "orders of magnitude." It's cheating, but if you can persuade your players to suspend belief, who needs to be 100% accurate.

So suppose that I want to stock the woodlands surrounding my mystic citadel with a reasonable number of natural predators, my players being prone to carp about details like that. Instead of surveying the food chain, I turn to page 454 of George Schaller's book *The Serengeti Lion* (University of Chicago Press) and find a chart that indicates (very loosely) that I won't be too criminally at fault if I use twice the density of lions in an area to approximate the total predator density of the area. On page 170, I discover that lion density ranges from one per 2.6 square kilometers to one per 306 square kilometers, with an average in the Serengeti of one per 10.6-12.7 range. This includes lions only, not other predators such as leopards, cheetahs and hyenas. But this is our rule of thumb: *that in a woodlands habitat, predator population is in the neighborhood of one lion-sized creature per 2.5 square miles (i.e., twice the rate of one per 10.6-15.5 square kilometers).*

This also translates to two half lion-sized predators per 2.5 square miles. Prey population doesn't have to be counted, since it depends upon habitat and is presumed to be enough to feed the predators. As the habitat changes, I can increase the predator density to one "lion" per square mile (as in a jungle),

or decrease it to one per 50 square mile of wasteland, or per 100 square miles of desert. Human predators compete with all other predators, so ratios are reduced around cities and villa?es.

Of course, these ratios should be changed to provide variety, but so long as the overall density of a given area is constant, local density can fluctuate according to the scenario you are devising.

But what about humans? Biologically, all humans are predators, but since we're omnivorous, most of us live by cultivation and production. Some of us prefer to take rather than to make, and so prey upon the rest of us. In lieu of that, it's convenient to take the size-ratio figures given for animal predators, and construct a spectrum of human predators. On the upper end of the scale, we have 5% of the population as the rich (who could be considered to make their living by a form of predation), and at the other end, 5% who make their living by a different form of predation.

There is some confirmation for this. The wealthy in 16th century society makes up 5% of the population (source: "*The Mediterranean*"). My sources are limited, and I have no confirmation of any kind for the lower end of the scale. For what its worth, the 1982 *Uniform Crime Report* gives the U.S. arrest rate as 4.8% of the overall population. Specific rates are 6.8% urban, 4% suburban, and 3.2% rural. I hasten to point out that these statistics were not designed to support my premise, and their application is problematical.

But let's make the sweeping assumption that in all societies in all ages and under all economic conditions, 5% of the population are parasites and predators, with half being parasites (beggars and scavengers) and the other half true predators (thieves and thugs). Finally, only about 1.25% of the total population can be organized into guilds or gangs.

How accurate are these figures? Unless you're a statistician, your guess is as good as mine. But I suspect that the order of magnitude is good enough to use for RPG purposes. In *Powers & Perils*, Cas a'Loreis' organization in "County Mordara" comes to about 1% of the county's population. Richard suggests that there are other outlaws in the hills. This leaves plenty of room for expansion beyond the limits that he's set.

In the end, the simple plea in dealing with predators is that you give them enough to eat. At least have some rationale behind the size of your predator population. A hungry villain shouldn't have to elbow his way through a crowd to get his lunch. He's going to work hard for you, and he deserves better than that. And so do you.

Simple Combat For RuneQuest

There will come a time in a RQ campaign when a judge desires a quick and dirty way to handle combat, especially one that does not require a rewrite of the rules or causes more problems than it solves. While there are those who want the complexity of the combat system, abstracting the rules will

not detract from the fun more than the increased speed will add to it. It's a trade-off each judge will have to decide upon for himself.

The simple combat system is also ideal for introducing new players to *RuneQuest*, especially those who have never played role-playing games before. The system is based on the assumption that a person who is not defended against can be hit 50% of the time by an inexperienced fighter. The attacker takes his weapon skill and adds 50%. Subtract the defender's parry plus any other defensive skill such as defense or dodge, and roll percentile dice. If he rolls under the number, he hits. Critical hits are played the same way.

Example: Atall and Def are two men with 50% skill in sword, and 45% parry. For reasons known only to themselves, they decide to fight. When Atall attacks, he adds his 50% skill to the 50% base for a 100% chance to hit. He then subtracts his opponent's parry (-45%) for the final chance to hit: 55%.

As you can see, Atall can hit a lot more often than he would under RQ3, where he would hit 50%, modified by times parried, to hitting 27.5% of the time. But the ratio

of hits to misses is the same; he'll hit twice as often and each roll now takes half as long since no one rolls a parry.

Example: it is several years later, and Atall and Def are at it again. This time, however, Atall has a 60% attack and 59% parry, but Def had problems and is now only 30%/30%. Note that the worse man is still hitting more than he would under RQ3. Combat is still faster.

The system allows for a fair amount of personal fine-tuning. Cautious fighters can be allowed to have only +20% added to their skill instead of +50% — but the bonus their opponent gets can be reduced by some amount. You can let the players have 50% to allocate between attack and defense, so that cautious players would be +0 but -50% to be hit, and aggressive players the reverse. You can change the base from 50% to a larger or smaller amount.

In general, this method allows a fair amount of flexibility and it makes combat go much faster with less record keeping. You don't worry about weapons breaking or armor degenerating.

—Steve Marsh

A Matter Of Gravity

One of the more interesting aspects of *Lords of Creation* is its ability to set adventures in wildly different environments. When creating a "world" for your adventure, one can design its own magic, psionics and technology. Several very basic factors are usually taken for granted, however. The weather tends to always be pleasant. The tides are set so you can always set sail, and horses run like motorcycles, never becoming winded or ill-tempered. One special factor which can be altered (but almost never) is gravity.

The gravitational attraction of earth causes an object to fall 32 feet per second, excluding the effect of the atmosphere. This effect is accumulative: after two seconds, an object is falling 64 feet per second, after three seconds, 96 feet.

For this reason, falling damage in *Lords of Creation* is also accumulative. Individuals can fall 20 feet onto a soft surface without taking

damage. But for every additional 10 feet, he takes 1d6 points, to a maximum of 100d6 (1020 feet). Thus, falling 80 feet causes 6d6 points of damage.

Under varying gravity fields, the speed that an object falls changes. If under one Grav, objects fall 32 feet per second, then under 2 Gravs (twice the gravitational attraction of earth), an object will fall 64 feet per second.

I have worked out a list of falling damage on the different planets of the solar system. This list is rounded off for game purposes, and ignores the effects of vacuum, atmosphere, and the nature of the surface you land on.

Movement is also affected by gravity. There are three basic movement rates a human being can travel in a turn. Under Earth gravity, an unaided human can travel 60' walking, 120' running, and 180' sprinting. The chart below shows how a person would be able to run on the various planets of the solar system.

—William Goodson

| Planet | Gravity | Damage | Walking | Running | Sprinting |
|---------|---------|---------------|---------|---------|-----------|
| Mercury | .37 | 60'/30' | 135' | 320' | 490' |
| Venus | .88 | Same as Earth | 60' | 120' | 180' |
| Earth | 1.00 | 20'/10' | 60' | 120' | 180' |
| Luna | .17 | 120'/60' | 350' | 700' | 1060' |
| Mars | .38 | 60'/30' | 160' | 320' | 460' |
| Jupiter | 2.64 | 6'/3' | 20' | 40' | 60' |
| Saturn | 1.15 | Same as Earth | 60' | 120' | 180' |
| Uranus | 1.15 | Same as Earth | 60' | 120' | 180' |
| Neptune | 1.12 | Same as Earth | 60' | 120' | 180' |
| Pluto | .04 | 500'/250' | 1500' | 3000' | 4500' |

The surface gravity figure is expressed as a percentage of Earth's gravity. The first figure under the damage column lists the number of feet you can fall without sustaining damage. The second figure is the number of feet per which you must take 1d6 damage.

Gaming My Way

Instant Cures For Campaign Crashes

By Quentin Long

Roleplaying campaigns sometimes become dull, boring and repetitious. The players and gamemaster both are not having fun. There are ways to cure the bad times, and they may all be summed up in one phrase: change the rules. Not that you should drive yourself into a frenzy of inventing variations on the campaign rules, although this can be the thing to do. Altering just one element in a campaign will be enough to attract your players' interest, who will begin wondering again what will happen next. Remember, they won't know how much of your campaign you've changed unless you tell them.

Variation One: Enter the Unexpected

The campaign is sinking into a morass of nothing but unrelenting hack and slash. So get them involved in political battles. I know of one campaign which was completely revitalized by the introduction of politics: some of the characters are on the side of good, some on the side of evil, and the evil guys formed a genocidal coalition with distinctly Teutonic overtones. They had pretty powerful backing (their patron being an evil god), so how can good hope to survive, let alone prove itself victorious over the bigoted, wrong-thinking scum? Tune in next week for the next exciting chapter . . .

Most campaigns fail by collapsing into one dimension, whether it be hack and slash, supermunchkin powergaming, or "my artifact's grosser than yours." Adding another dimension forces them to use their mind as well as their unthinking sword arm. Any element can be added; all that matters is that what you add increases the interest in the game, and that it be something which stays interesting after the novelty wears off.

Variation Two: Fine-tuning Encounters

As gamemaster, you have a subinfinite number of things you can do to your world. If your campaign is dying from lack of interest, this could be a sign that you're using too few options. Perhaps you've gotten into this rut from lack of free time — carrying 38 hours of college courses can do that to a person — or you've just been rehashing everything that worked so well before.

Look at those encounter charts of yours, which hold the key to what kind of entities the party will meet. If they are full to the bristles with monsters, monsters and more monsters, each one more anti-social than the last, it's no wonder your players have a "kill anything that moves" mental-

ity! You'll be gratified by the results of evicting the slaving werewolves and parched vampires, and filling the chart with creatures not so nasty, but just as interesting. Add a caravan of merchants, one of whom smuggles, or a gaggle of acolytes, sent on a pilgrimage by Odin, or even the Green Knight himself.

Variation Three: Scalpel, Nurse

It stands to reason that if little changes can make a difference, big changes make a big difference. Muck about with the rules from The Book so that some activities are penalized and others rewarded.

Take the combat system: if the characters are a batch of monicidal, blood-soaked berserkes who take every opportunity to kill everything in sight, it's possible that the combat system encourages this anti-social behavior, especially if they come out of each scene blood-soaked but with only minor contusions. To curb this unnatural bloodlust, decree that all weapons do more damage than they used to, and that all combatants have a better chance of hitting. When combat hurts, characters tend to avoid it more.

One ought to avoid changing things around too much, though. If the characters are getting maimed for life by 5-year-olds wielding butter knives and therefore act more cautious and paranoid than Niven's Puppeteers and Trinocs, you may safely assume that the game is too far to the opposite extreme and should swing back towards the middle.

To repeat: when a game isn't working because characters are doing things you don't want them to do, it may be time to change the rules to encourage them to do the Right Thing.

Variation Four: the World Bender

It may be that the campaign is dying not because of the world, but that the players are tired of the genre. The characters may have achieved their hearts' desires and have no more incentive to do any of those potentially lethal but interesting things that make campaigns so much fun. A drastic change is called for: either switching to a new game entirely, or bending the Laws of the Universe so that their characters find themselves in a new world. An interesting, if bizarre, option is the Avatar. The players stat themselves out in game terms, perhaps due to a crotchety old wizard who experiments with transdimensional gateways. This has the advantage that getting into character is extremely easy.

Opponents Wanted

Need players for RQ campaign. Want players interested in role-playing. Kenneth Tucker, 1514 40th, Lubbock, TX 79412, 747-8200.

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continued from page 6

always returned, and so the rite is a perfect success. The Empire takes that as a sign of their "correctness."

During the seven days Secondary rites are held upon the pyramid. Usually, each of the five Gloranthan elemental pantheons is given a day to celebrate their particular rites, and usually in the traditional Order of Creation: darkness, sea, earth, sky, air. Sometimes, the Emperor has arranged special ceremonies, wherein the most powerful of each cult participate as foes in each others' ceremonies. Such affairs are spectacular and devastating, and some say they smack of God-learning. Sometimes special ceremonies, whose purpose is not understood and whose participants are unknown, are performed.

Every New Year ceremony has special rites on the seventh day, which aid the return the Emperor and gain good will and luck for the year. During this time a small slip can cause great errors, and if the sum of errors is too large among all participants then the year can, despite all else, be bad.

When the Emperor is not in Glamour, a stand-in takes his place. Across the empire local versions of this rite take place. All have the same purpose: to renew the world and make it safe from destruction for another year.

continued from page 6

be the source, with the most persistent claim being by the High Archpriest of Loskalm (whose long sorcerous ritual is on record), the loudest claim being from the Kingdom of War (who claim to have burst all bonds and broken magical walls), and the most piercing voice coming from the lunar city-states (whose moon boats, they claim, have been operating in secret for years).

The ban lifted in a general west to east movement, but never moved in a regular or predictable fashion. Some lands were left as isolated islands surrounded by freed regions. In the Gloranthan present (c. 1620) the Syndics Ban has still not been completely lifted from the eastern parts of Fronela. An impenetrable wall runs down the center of the Esel River, Sweet Sea, and Greystone Mountains and separates the western Lunar Empire from Fronela. Only the magical lunar airship fleet, skirting along the Rockwoods, has established contact in the region.

continued from page 8

The intent is to do the maneuver so quickly that the pursuer misses the turn and continues on. If the pursuer makes his PER roll and notices the maneuver, he can pull up right behind the character's vehicle and attack. A very sharp turn would be classified as Trick Maneuver or, in extreme cases, might be considered a Double Back. We now return to our regularly scheduled article.

But what happens when the one doing the tailing (NPC or character) doesn't want to engage in a Chase? How does he convince the person he is tailing that all is safe, and then resume the tail?

For example, the player has Bond following Skorpio's limousine. Suddenly, it speeds up. The tail has been spotted and a Chase ensues. But the player doesn't want to Pursue or Flee or Force, just make Skorpio believe that he has lost Bond when he hasn't.

This lost-and-find maneuver can be done if the tailing character goes last in the Chase round and performs a successful Quick Turn Maneuver. This means that the tailing character ducked into an opening in traffic or a side street, which the tailed character didn't notice. The tailing character must then go first in the next Chase round and perform a Trick Maneuver to resume the tail. The tailed character then gets the Sixth Sense (or PER) roll to notice the tail (as in the rules), but at twice the QR of the Trick Maneuver rather than the result of an Ease Factor 5 skill roll.

Characters who are being tailed may want to have a few words with the tailing NPC. There are several ways to handle the situation, depending upon what the character intends.

If the street is deserted, or the character does not care if he is seen confronting the tail, he may try to make the range Close. The maneuver would be a Pursue/Flee, but instead of trying to increase the distance between himself and his pursuer, he's trying to get closer. The character could then perform a Force maneuver to make the tail crash, if he's in a car. If the character is on foot, he can use Force to trip the tail, or engage in Hand To Hand combat to subdue him.

If privacy is desired, then the agent must go last in the round and perform a Quick Turn, and deliberately fail the roll, either through the luck of the die, the GM's judgment of the player's action, or by using Hero Points to make the roll a Failure. He must succeed at the Safety roll. He must then go last in the next round. This causes the NPC tailing the character to follow him into the *cul de sac* and lets the character get the drop on him at the end of the round.

Whether the NPCs Quick Turn succeeds or not makes no difference to whether the character can attack or not. It just indicates if the NPC had damaged himself or his vehicle. Of course, the tail should get a Sixth Sense roll to detect the setup.

There is also a chance that the character being tailed may want to lose the tail, then follow him back to his headquarters. The procedure is the same, except that the char-

acter must go first in a round and perform a successful Quick Turn. The NPC gives up, thinking the character is miles away, and then character can tail the NPC. Where he is really going is up to you.

Disguise The Limit

Sometimes, characters use the Disguise skill to look less like themselves than like another person. In playtesting *Live And Let Die*, the players reasoned that since their characters were so well-known, they should put on a disguise to keep from being recognized. This aspect of the skill is not in the rules, but can be easily extrapolated.

To recognize a character, an NPC must perform a successful PER roll against his Fame Point total. If the character has put on a disguise, the NPC must make the same roll to recognize the character through the makeup.

This time, though, the PER roll is given a negative Ease Factor modifier equal to the inverse of the Quality Rating. This means that if the Disguise roll was a QR of 1, the Ease Factor modifier is -4. If the QR is 2, the Ease Factor modifier is -3. If the Disguise roll was a Failure, then there is no negative modifier applied to the PER roll.

There should only be one roll for a disguise. Otherwise, the character can keep ripping off the make-up and trying for a better QR. The simplest way to handle this will be for you to make the roll and not let them know the result.

But how can the player use Hero Points to make the disguise better? One solution is to have the player declare how many points he wishes to invest. These are used against the roll, and any excess is lost into the ozone of game balance.

There has also been some question about preparing a disguise ahead of time, and then putting the latex appliances on. This can be done but the character must carry a make-up kit or have a briefcase specially made to carry the appliances. The Base Time for making the appliances is the same as in the book. The Base Time for putting them on is 30 minutes.

If an NPC notices an irregularity in a generic disguise, as explained in the basic rules, the character can try to Persuade the NPC that he is still legitimate at an Ease Factor equal to the inverse of the QR of the Disguise roll. If the Quality Rating was 1, the Ease Factor for the Persuasion is 4. In this case, if the Disguise result was a Failure, the Ease Factor starts off at ½.

One other consideration for the Disguise skill is when a character attempts to look like someone of another race. In this case, the Base Time for putting on the disguise is the same, but the disguise is considered to be specific for recognition purposes. If the NPCs PER roll is successful, the disguise is penetrated and the character cannot talk his way out of the situation.

continued from page 11

| | |
|---------------------------|-----|
| Treat Disease (Knowledge) | 05% |
| Treat Poison (Knowledge) | 05% |

One of the functions of RQ skills is to allow the character to know or do things which

the player cannot know or do. Individual gamemasters have different styles of play, and different tolerances for player ignorance and knowledge. I vary my demands on players according to the situation. For instance, in a tight tactical situation, such as the approach to a troll's lair, I will draw a detailed small-scale map and require the players to show their approach movement round by movement round. But in large situations, such as scouting the terrain to approach the lair from a distance, I am more lenient.

Scouting the terrain led to one of my favorite skills: Scout (Terrain), where (Terrain) is Plains, Woods/Jungle, Marsh, Mountain, Broken, Rough, or Urban.

Scout is a Knowledge skill, with a base chance of 30%, and the type of terrain depending upon the homeland of the character. Improvement is at the rate of x2/year living in the terrain. Gamemasters will have to determine the precise types of terrain in each campaign, and characters may specialize in only one terrain. Scout (any other terrain) is always one-half of the specialized skill. Some selections are naturally restricted, especially mounted nomads who will generally come only from Plains, and never from Woods, Marshes, Mountain, or Urban. City-bred thieves will always have Scout (Urban).

A successful Scout roll indicates that the character managed to move about the terrain in an efficient manner and can find the easiest pathways, good hiding places, water holes, or other appropriate local landmarks. In a city a successful Scout (Urban) will tell where the good and bad parts of town are, where the markets are, and most important public places.

If the Scout wishes to remain concealed while checking the area he must also get a successful Hide roll. Sneak is not an appropriate skill at this scale.

continued from page 11

Q. Can a unit advance from one ZOC to another, even though this is not possible under the regular movement rules?

A. Yes. An advance is not considered regular movement.

Q. Does the Superhero and Dragon protect three major units, or just any units?

A. Any three units. How else could a superhero protect his/her/its best friend?

Q. The neutral border hexes between Blackhorse Country, Grazelands, the Exiles territory, Beast Valley, and the southern edge of the board are usually traversed by units of both Sartar and the Empire while the independents are still neutral. Is this realistic, or should it violate both neutrals territory?

A. Minor countries have historically avoided reacting to provocations by their larger neighbors unless it was a clear threat, or they thought their neighbors would not actually harm them.

Q. What about magicians that have a positive RF, but no physical agent or spirit, such as the movement slyph or the twin stars unit? Can they still launch magical attacks?

A. The spirit of movement and the twin stars are not magicians (see 4.2.). They are independent spirits and can attack normally.

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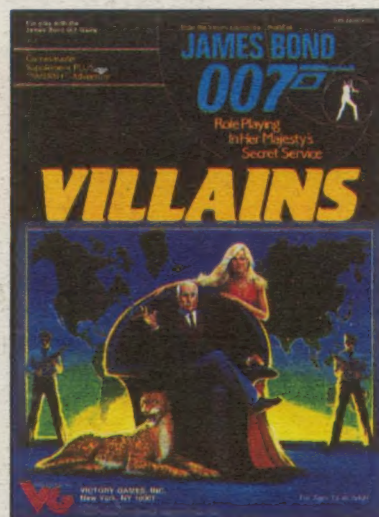
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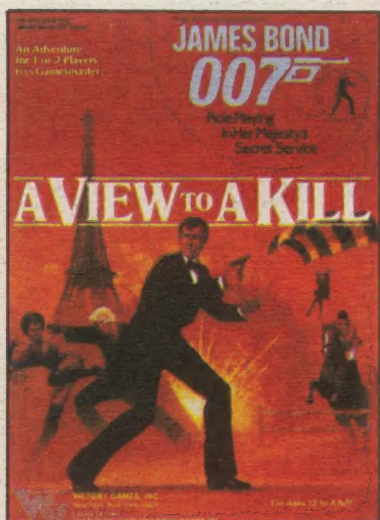
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